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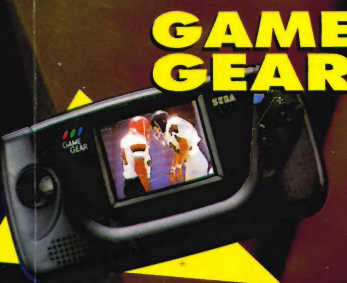
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ISSUE 12





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Last word: More tea Vicar!

# SOLUTIONS

**URBAN STRIKE** . . . . .

**PROBOTECTOR** . . . . .

**NOVASTORM** . . . . .

**ASTERIX** . . . . .

**SYLVESTER & TWEETY** . . . . .

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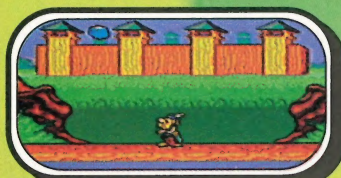
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MEGA  
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## CHRIS MARKE

Everyone went into killer mode this month on the paintball jaunt organised by Accolade. Everyone that is except poor Chris. The work of a double-barrelled editor is never done and his nose was kept firmly to the grindstone. However, he gained some personal satisfaction by sending young Pilkylong (remember him?) as a sacrificial lamb!



## COLIN NIGHTINGALE

As the photo shows the horrors of the paintball war took a heavy toll on our friendly designer. It must have been the terrifying sights he saw in Nam (that's Chelnam) that sent him over the edge. Either that or news of our bumper 164 page Xmas special issue. Whatever it was he was last spotted running into the New Forest screaming "Don't Push me!"



## RICHARD FORSYTH

Richard recovered from his *Shining Force 2* nightmare by massacring small, defenceless creatures outside Pumphreys Bar after returning from the office paintball adventure. Luckily the animal in question quickly recovered and Richard bought it a drink for its troubles and to soothe its throbbing headache!



## NEIL ARMSTRONG

With his flowing Mad Max style locks Neil went beyond the thunderdome once the combat gear went on! The raging rocket man refused to take a splash of paint on his gear as a sign of death, preferring instead to rip the entrails from whoever shot him. It's these little examples of his winsome manner that have endeared him to us all!



## CHRIS HUNT-NEWHAM

Our new boy was lucky enough to arrive just in time for the paintball freebie. Freebies are very important to him, especially T-Shirts sent by software houses. His shock at seeing our Ed casually wearing a new one to play footie was comical! He said he was a collector and couldn't bear to see such waste. The Ed just looked at him and shook his head sadly.

# GAME

Many thanks to Chris and Neil at GAME in Bournemouth, for all the games this issue. They're top geezers, guv, so make sure you buy loads of games from them. For more information about your local GAME store, call 081 974 1555.



# SEGA

## XS

### EDITORIAL

## HAPPY DAYS!

It's good to be part of SEGA XS at the moment. I'm getting more reader feedback and requests than ever before, with most of it being complimentary about the magazine thankfully! On top of this we're starting to get a better response from the software companies.

Remember my complaint a few issues ago that some of the software houses didn't really like the solutions we produced and didn't always help us 100%? Well since then their support has been much greater. Perhaps they realise we're the fastest growing Sega magazine on the market, maintaining a steady increase in readers at a time when virtually all our competitors are dropping like flies!

So tell your Sega owning friends to switch to

A special thanks this month goes to those luvvies at Accolade, who provided the gang with a superb day out paintballing, Cheers!



SEGA XS — Britain's only complete Sega players' guide and home to a host of EXCLUSIVE solutions, such as *Urban Strike*, *Probotector* and *Novastorm*, every issue. You know it makes sense!

Finally a quick apology. Due to some tense negotiations with Sega we were unable to bring you *Sonic And Knuckles* in time for this issue. However, rest assured, the solution will begin in Issue #13. I hope you enjoy this issue's batch of EXCLUSIVE solutions and keep your requests flooding in.

Stay tuned

Chris Marke

## COMPETITION WINNERS!

Krash, bang wallop! The extremely lucky first prize winner in the *Mortal Kombat II* competition (issue #10) is William Day from Reading, he will receive a copy of *Mortal Kombat II* for his Mega Drive, a strategy guide, a T-shirt, a cap and a wall poster. 10 lucky winners of the 2nd prize of a T-shirt and a Baseball cap are, Wayne Goodwin from Portsmouth, Matthew Oram from Wareham, Andrew Crowe from Birmingham, Trevor Smith from GT. Yarmouth, Adam Anderson from Devizes, Rick Yates from Blackburn, Ben Harland from Oldham, Joseph Curren from Liverpool, Liam Mounter from Bridgewater and Nathan Burrows from Folkstone. 30 runners-up prizes of a MKII Wall Poster go to Douglas Grecian from Nettlebed, Andy Macavley from Bromley, Paul Cannon from Camberley, Claire Thomson from Isle of Lewis, Paul Scholas from Wembley, Stephen Fulford from Bath, Paul Kelly from Glasgow, Andrew Bruce from Halifax, Abrar Hussain from Reading, M Sutton from Leigh-on-Sea, Simon Boar from

Lowestof, Adam Jagers from Barrow-in-Furness, Anthony Zahra from Brentford, Duncan Ball from Basingstoke, Nicholas Black from Scarborough, G Linfitt from Sheffield, Matt Smith from Watford, Carl Dudley from Leicester, Mark Messer from Basildon, Sean Kenny from Norbury, David Wilton from Stockport, Stephen Meehan from Higher Tranmere, Peter Jorkowski from Rugeley, Russell Parker from Hemel Hempstead, Kevin Jones from Orpington, R Harris from Birmingham, Ricky Milligan from Westcliff-on-Sea, Keith Brown from Weymouth, Natasha Fuller from Camberley and D Underwood from Crook.

Next the Innova/EA Golf Competition (issue #10) The outright victor of the competition is Gary Atkins from Faversham who wins one TeeVgolf club and a copy of *PGA Tour Golf II* and the *PGA European Tour*. The Two Runners-up prizes of a TeeVgolf club and a copy of *PGA European Tour* are T Cunliffe from Wigan and Gavin Cullen from Earlston.

To wrap up the Issue #10 winners here are the results of the draw for the Hulk Compo. 20 winners will receive a Hulk T-shirt and a Poster and they are, C Beer from Margate, J Dent from Eye, Robert Brodrick from Middlesbough, Ian Johnson from Derby, John Doran from Intake, Kevin Archbold from Plymouth, Kevin Johnson from Dalton-in-Furness, David Staples from London, Craig Hanham from Somerset, Sean McGuire from Wakefield, Ian Maddock from Glamorgan, John Walker from Scotland, John Coyne from Warley, Philip Carter from Huntingdon, Jon Brooks from Banbury, Tony Hedley from Newcastle, Patrick Halcron from Essex, Clive Marner from Nottingham, Tom Brooks from Bradford and Carlton Haworth from Kirkby-in-Ash.

A special hello goes out to all of you who spotted our deliberate mistake in the Hulk Competition question 2. If you'd read the competition blurb you could still have worked it out!



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Sports  
bottle!



**EXCLUSIVE!**



Has Sonic had his day? What's next after *Sonic & Knuckles*? How do you replace the world's best known game's personality? These are tough questions to answer, but Sega have given some indication of their intent with the announcement of a major new console character.

As always **SEGAPro** will be first to break the news with a massive **EXCLUSIVE** preview. We think the new guy has got it all — charm, charisma and some cool special moves! Curious? Well find out more only in **SEGAPro** Britain's best Sega Magazine.


However, whatever people say, Sonic's still one cool geezer and so is his mate Knuckles! To prove it we've got a limited edition, eye-catching Sonic & Knuckles Sports Bottle to give away with every copy of the next issue of **SEGAPro**. Now how's that for real value for money!

**SegaPro** ISSUE 40 ON SALE 1 DECEMBER



MEGA  
DRIVE

SOLUTION

SEGA  
XS

The long awaited sequel to *Jungle Strike* is here! *Urban Strike* sees the return of the evil genius Malone, who has a new plan to take over the world. Using part of his multi-million dollar fortune, Malone has been buying up prime real estate in the USA to use as training grounds for his army of mercenaries; his ultimate plan being to develop an awesome super weapon and threaten the planet once again. This is where you come in, the only way to get close to Malone is to blow his plans up from under him, and the best way to do that is from the helm of a brand new Mohican Helicopter. So put on your goggles, strap yourself in and come flying to adventure with the complete solution, only in SEGA XS!

# URBAN STRIKE™

THE SEQUEL TO JUNGLE STRIKE™



## CAMPAIGN #1 HAWAII



The first phase of Malone's plan is taking place in Hawaii. Malone's forces have stolen four 30ft mirrors to use in the construction of the super weapon and you must get them back. The main mission though is to rescue a plastic surgeon, hiding out on the island. He's the only person outside Malone's camp who knows what Malone's new appearance looks like. It's very important you get to him before Malone does.

From the Home base on the South-East Island, move North-West to the main Island. Malone's men have taken over two of the Visitor Centres and are covering the North side of the Island with an alert zone.

Mounted on the Visitor Centre roofs are the Radar receivers that control the alert zone, so the first



task is to knock them out. The two buildings are close to one another just off the southern beach, located in the middle of that side of the Island. Destroy them in turn with three or four Hydra rockets and take out some of the ground troops on the beach and around the area before locating the mirrors.

The four large mirrors are currently being transported across the main Island to Stealth ships in the North. Locate the trucks, carrying the cargo, and blow them up leaving the mirrors exposed. Then skyhook the mirrors



and take them North, past the enemy Stealth ships and on to the North-East, where your back up barge is waiting to collect the mirrors as you bring them in.

All the transport trucks can initially be found in the middle of the main Island and they're all moving towards the North coast. You only need to regain two of the mirrors and land them safely on the barge to complete the mission, but you will have to get the other two off the Island in order to progress to the next campaign.

After you have successfully taken the mirrors to the barge, look to re-fuel and re-stock your ammo by flying to a nearby ammo site (marked on your mission monitor) or by blasting some of the grass huts in the North to try and locate other ammo.

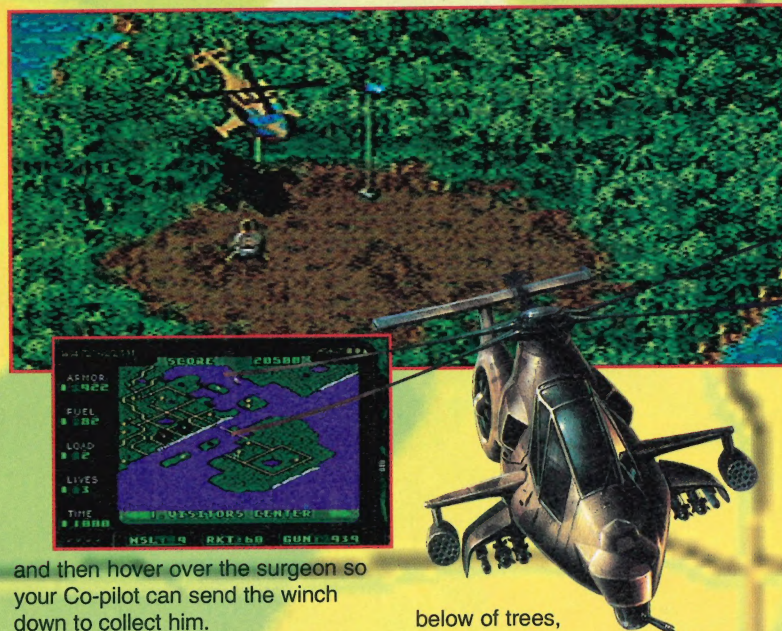
After re-stocking the Mohican, head for the Stealth ships themselves and blast them out of the water. Be careful while doing this, ground troops with rocket launchers and fast gun boats will try to pick you off while you're firing at the ships. The best tactic is to get this over with as quickly as possible by using your Hellfire Missiles on the ships and then flying off inland.

When you've destroyed all four Stealth ships, the location of the plastic surgeon is revealed on your



mission monitor. He's located in the extreme North-West or the top-left of the map. You will have to fly over land to get there and your flight will be dogged by ground troops, tanks and cannons.

Fly carefully, trying not to get pinned down by crossfire and lose vital armour points. Fire the odd Hydra off at the larger ground weapons and pick troops off with your chain gun. When you arrive at the top left of the map you will have to blow up the hut so the Plastic Surgeon can run out to meet you. Shoot the two soldiers firing at you



and then hover over the surgeon so your Co-pilot can send the winch down to collect him.

You will be running low on fuel again by now but you should have just enough juice to get the Surgeon

to the safety of the landing zone situated on the northern most small Island to the West of the main Island. Here you will be able to land, drop the surgeon off and swap

your Mohican for the larger but slower Rescue Helicopter.

The Rescue Helicopter is now needed to rescue a troop of Green Berets who are stranded on the main island. However, first you must complete the penultimate mission by blowing up the enemy bridge spanning the bay, linking the two main Islands just to the South of the landing zone. The bridge will be protected by a few ground soldiers and large ground cannons that will have to be picked off before you can fly over the length of the bridge, pumping it with Hydras and the odd Hellfire Missile until it is no longer in

use.

The final part of the Hawaii mission, is to rescue the platoon of Green Berets. First fly South again to visit the other small Island. There you will find an Eradication Bomb that can be carried under the rescue helicopter. Now head West into the main Island and South to the area beyond the end of the beach.

Here you should see a purple flare that shows you the general area of the stranded Berets. Hover and press the A button to release the Eradication bomb and clear the area

below of trees, creating a clearing so you can see the Soldiers and winch them up. Enemy troops will also be in the area and will try to shoot your armour away, so hit back at them with small bursts of chain gun fire, while collecting the Green Berets.

You will be told when your mission has been completed, so fly East, across the sea, towards Home Base in the South-East corner of the first Island. As you get close to Home fly a little way North to locate the UN landing site on the same Island as your Home Base. Drop the Green Berets off and return to your Home Base to complete the first campaign.





## CAMPAIGN #2 BAJA OIL RIGS

The second campaign takes place off the Baja coast at the site of three oil rigs that have recently been acquired by Malone. It's thought he is stock-piling Jet Fighters on the rigs, ready for an attack on mainland America, so the main mission is to destroy his fleet of Fighters before he has a chance to use them.

Your Home base is over on the extreme right of the area on dry land. Around the base are holding tankers for the oil and a pumping station to support the rigs. The first task is to blow away the pumping station, which is now the site for the Radar monitoring and tracking facility.



guns. Use Hydras on the bottom right and top left corners to knock out the main guns and then pick off the cannons and troops with Hydras and chain gun fire. You will notice a landing pad, but at the moment you can't land on it because it's covered.

The cover will disappear when you fly South and repeat the same gunning combination on the other small rig. You will then have taken control of

single passengers up from the water first and then hover over the boats to collect three passengers at a time. As you do this be ready to return fire to the gun boats coming in from the right and the bottom. Keep them at bay until you have collected the required amount of passengers and then head straight for the first small rig before the sinking ship blows up.

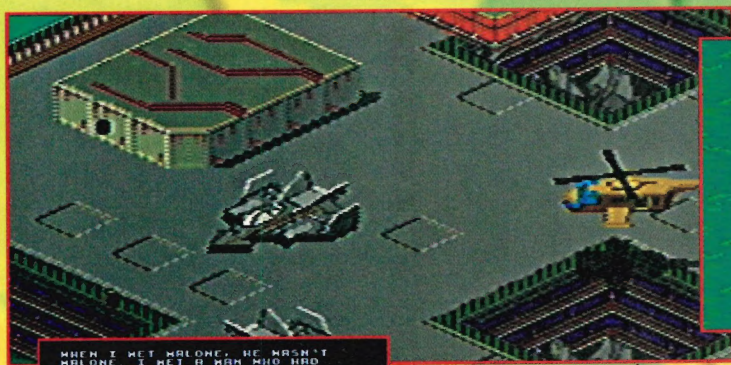
Destroyer's cannons and then the Destroyer. Be careful not to blow the Destroyer up before you have collected the Armour repair at the back of the ship.

Now head to the South-West to restock on fuel and Ammo by locating the UN fishing boats on your mission monitor. Now you can fly to the South to find a Russian sub in trouble. Rescue the crew while shooting down the remaining enemy attack choppers that will be coming in for the kill and then fly back to the nearest fishing boat to collect a repair cargo.

Skyhook this cargo over to the Russian Sub before its reactor blows so the Engineers on board can repair it. Now head back to the first rig and drop off the Russians before restoring your Mohican to full power by flying the short distance inland to uncover weaponry and fuel in preparation for the most important part of the campaign.

Head over to the main Rig now and start to blow up all the Jet Fighters before they can launch into the air. As on the other rigs, the corners will be strongly defended so use Hellfire missiles on the really big hardware and polish off the rest of the site with Hydras and chain gun fire. Make sure you destroy all the fighters and weapons before firing at the re-enforced hanger in the bottom left corner.

This will uncover a bunker that will lead into the heart of the rig. Over on the other side there is a large radio mast that will need to be blown away and a few surface buildings, one of which will reveal the captured Co-pilot Stinger who you can rescue before landing and going inside the rig for the next campaign.



WHEN I MET MALONE, HE WASN'T MALONE. I MET A MAN WHO HAD NO RECOGNIZABLE FEATURES.



After you've dropped the passengers off on the first rig, look to the mid-South where Malone's Destroyer has been spotted. Fly to the second small rig and swap your Rescue Chopper for your quicker Mohican and look to restore your fuel, ammo and armour before flying towards the

them both and will be able to land on the first small rig to drop off passengers and the second small rig to swap your Mohican for a Rescue chopper when you need to do so.

The third mission will require you to take the controls of the Rescue Helicopter and fly to the North-West corner of the map to rescue 15 or so passengers from the waters around their sinking ship before the boat blows up. You will have two minutes to complete this task so head off straight away.

If you fly to the site on a direct diagonal route you shouldn't be bothered by any enemy fire and it should only take about 20 seconds to reach the location. As soon as you get there, start to hover over the passengers in the life boats and in the sea so your Co-pilot can winch them to safety.

Concentrate on picking the



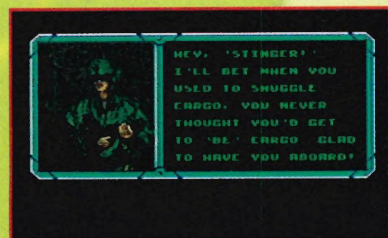
Destroyer.

When you arrive in the Destroyer's waters you will immediately be attacked by enemy choppers. Use Hellfire rockets to make short work of them before concentrating fire on the

If you fly West from your base, you will come to it on the edge of the cliff. Blast it with a few Hydras and take out the ground cannons surrounding it. Remember that if you are stuck for Ammo, fuel or armour repair, you can find hidden items in the large holding tanks on shore.

Having destroyed the pumping station, head out to sea to take control of the two smaller oil rigs. On the way you will be able to restock your ammo by hovering over the UN fishing boats scattered around the area. To locate these, look at your mission monitor and select your required option, for example Ammo.

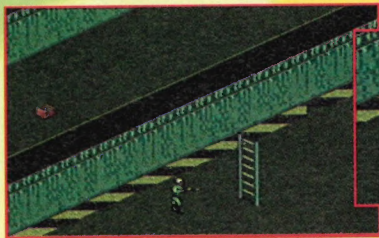
Head for the small rig to the North first and on arrival go straight for your



HEY, 'STINGER'!  
I'LL GET WHEN YOU  
USED TO SHUFFLE  
CARGO. YOU NEVER  
THOUGHT YOU'D GET  
TO 'BE' CARGO. GLAD  
TO HAVE YOU ABOARD!



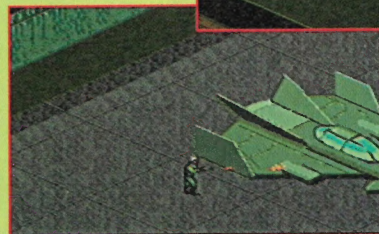




## CAMPAIGN #3 INSIDE THE RIG

Inside the actual main rig you continue on foot. Armed with an MR 9 Assault Rifle that shoots both MR 9 ammo and Hydra Missiles, run around the area completing another set of sub-missions. The first thing to do is blast the four Machine Gun Surveillance Camera Installations (MGSCI) that alert the area to your presence and pose a deadly threat with their fire.

These Installations are dotted around the compound the first of which is in the West of



the floor, just up from your starting point. As you go along, clearing the corridors of enemy troops and weaponry, you must destroy the MGSCI's to complete the first mission.

To the South-East of your starting point you will find a small fleet of Fighter Planes ready to go up to the rig surface. The second mission is to destroy this fleet and their Pilots who are standing guard. Take out the guards first with MR9 fire and then

either Hydra the planes or save your stronger fire and destroy the fleet with normal ammo. Remember to keep checking your mission monitor to find the position of the MGSCI's.

As you go through the corridors, you should be heading from the planes in a general northern direction to find Agent Maverick who has been captured and needs to be rescued. He was wounded while setting an attack beacon that will call an air strike targeted on the rig. Agent Maverick will make his way out of the compound while you continue on to activate the attack beacon after Maverick has told you the button to press.

Now you must reach the top corner of the rig to locate the beacon and enter the correct activation code as per Maverick's instructions. On the way to the beacon, you will have to shell several high powered gunners and cannons so use your Hydras sparingly and protect your armour points.

When you active the beacon, it will begin to broadcast the attack signal so your final task is to get the hell out of the compound before the attack starts! You only have two minutes to get back to your start point and climb the ladders back to the rig surface.

This task is easier said than done

as more troops have poured into the area and set up strong attack weaponry. The important thing to aim for in this whole section is to get up to the beacon without losing a life and without using up all your ammo. If you can make your way back with a couple of lives to play with you'll have a very good chance of reaching the ladders and escaping before the air strike begins.

## CAMPAIGN #4 MEXICO

Malone has now moved his main operation into Mexico where he has implemented the development of a new Ground Attack Vehicle (GAVS). He has also set up a POW camp in which are held several CORE Pilots. Your main task is to halt the production of the GAVS and rescue all allied personal.

From your base in the South-West of the map fly East to find the POW camp near to the centre of the area. Shutdown the early warning towers by shelling them with Hydras before going into the centre of the POW camp to start winning the prisoners aboard.

As you do this you will be under almost constant fire from ground troops and later from Wolverine Tanks. As you winch the men up it will become clear you'll need to make two trips to complete your mission so

first of all land in the POW camp and let out your Co-pilot so he can rescue the wounded from the main shelter before it blows up.

While he's doing this, go

back to your Home Base and drop off your passengers into the safety of the UN building. Head back to the camp and pick up your Co-pilot so he can winch the rest of the men up and then destroy the camp to reveal ammo, fuel and armour repair. Take the remainder of the CORE pilots back to Home Base and complete the first part of the campaign.

Head back towards the POW camp and fly South-East when you get



there, this leads you to the enemies main camp where you'll have to destroy all the buildings, cannons and Wolverines to complete the sub-mission.

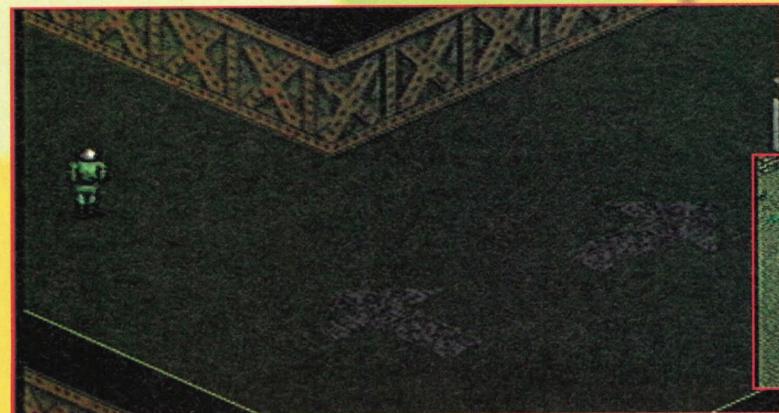
The Wolverine tanks pose the biggest threat to your armour so use your Hellfire Missiles on them and pick the other enemy off with Hydra and chain gun. Pick up any spare ammo produced after flattening the area and look for extra fuel on your mission monitor if you haven't already re-fuelled.

Head North and slightly to the East to locate the government Contractors who have been held hostage in a large house. Paratroopers are gliding in to assassinate the Contract workers so when you get there you will have to shoot them out of the sky. If any of them land, finish them quickly because they will all be carrying Rocket Launchers and will be aiming to bring you down.

Tanks will also be coming in from all directions so get your finger on the Hellfire button and keep them at bay. The Contractors will soon be able to break out of the main house so you can pick them up. Return to base to drop them off and look to restock your Chopper again before setting off to steal the GAV plans.

Head towards the centre of the map and then turn to the North-East to locate the Design Centre. These two buildings contain the GAV plans. Blast them apart and quickly winch the plans up. These plans will also tell you how to operate the GAVS that have already been assembled so you can land the plane and take control of an enemy GAV in order to blast the other GAVS away as the Chopper's firepower is simply not enough to do the job.

The GAVS camp is to the North-East of the Design Centre and the first thing you have to





do when you get there is operate the fuse box by pressing the correct button according to the plans. Once you have done this and picked off a few ground troops land the Chopper and take control of a GAV. Now simply drive around the enclosure, picking off the GAVS at will.

Be careful though as some of the GAVS have been manned and are coming in your direction. Use the missiles on the manned GAVS to break them down quickly and pick off the rest of the tanks with ordinary armour piercing shells.

After completing this section, the location of the Factory will be known to you via your mission monitor (right next to the GAVS enclosure). You will also find out the location of a shack in the North and you must blast it open and winch up the smart bomb housed inside. Now take that bomb back over to the GAVS enclosure, next to the factory and drop the bomb by pressing the A button, right outside the main factory building. This will blow up the rest of the compound, sending Malone fleeing for his life and putting a stop to his GAV making capabilities.

## CAMPAIGN #5 SAN FRANCISCO



Malone has bought the old island and prison of Alcatraz where it's believed he is continuing work on a laser weapon. His hi-tech labs are based in the Island and your ultimate task will be to storm the prison and enter it to rescue the captured top Pilot, called Long-Haul. Malone is also planning to cut off the City by destroying the Golden Gate Bridge and the Bay Bridge.

Your first mission in San Francisco is to protect these bridges by knocking the round bomb charges off their main supports. From your Home Base in the South, travel North-East



to locate the Bay Bridge. You will be met by rival choppers with high powered weaponry. Blast them with Hellfire Missiles and then knock off the bomb charges from the bridge by simply shooting them away.

Travel right across to the top left hand corner of the map to locate the Golden Gate Bridge. Once again enemy attack Choppers will be in the surrounding area so blast them away as quickly as possible, using Hydras if you run out of Hellfire.

Dislodge the bombs on the main support in order to complete the mission and find out the location of Malone's main Radio Tower. The Tower is in the bottom left corner of the map, so, before you leave the Golden Gate, re-fuel at the site a little way South of the bridge. Fly to the Radio Tower by going to the extreme West and then South along the edge of the map to avoid enemy fire. On arrival at the Radio mast, hit it straight away with Hydras but stay alert as enemy Choppers will be coming in from the West and the East.

Once you have blown the Tower up, Malone will be unable to locate your presence so the next target must be Malone's five Corporate Headquarters found to the North-East near the centre of the map. These five black buildings will be defended by troops on the roof tops as well as the odd cannon and helicopter.

Take the hardware out first using Hydras and Hellfire, then pick off the rooftop gunners with your chain gun. This will mean you can have all the time you want to destroy the five buildings without being bothered by the enemy. It also means that you can save your stronger weapons for things that shoot back or pose a direct threat to you.

Before moving on to the next



guarding and then blast away the cannon to reveal an extra life. Now you're stocked up, fly back towards the Golden Gate area to find the Tank Depot just to the South-West.

In this area there are several ground cannons, tanks and buildings to be destroyed. Another extra life is available by blowing up one of the cannons in the North-East of the site, where you will also find three Smart Bombs that can be winched up and dropped on the enemy tanks in order to clear them quickly.

Extra ammo and fuel are also available by shelling the buildings and the stock of tanks to the West of the compound. The operation of blasting everything in this Tank Depot should be done as swiftly as possible. Fuel is not exactly at a premium on this campaign and you will need as many resources as you can muster for the next four sub-missions.

After finishing the job in hand, immediately fly to the next one. Malone's Micron labs site the development section of the Laser Weapon operation. You will find these labs by flying West from the Tank Depot until you reach the edge of the area, and then fly South towards the destroyed Radio Tower.

Halfway there you will fly over a park, that is the site of the labs. The



sub-mission, destroy the Presidio Tank Depot near the Golden Gate Bridge, by flying to the East until you reach the water line. Along the line of the water you will find four docks being protected by ground troops and one by cannon fire. Shoot each of the troops to gain the ammo, fuel and armour repair they are

labs are protected by another series of cannons and tanks so take them out once again with your stronger weapons, clearing the area so the labs themselves can be flattened using the plentiful chain gun.

Inside the shells of the labs, you will find the prototypes of the Laser weapon. Blast these away too before flying back towards your Home Base which is now under attack. Before engaging the enemy look to restock on ammo and fuel by flying further South to locate another water line.

Grab all the stock you need and then head straight for your Home Base and start blasting away with Hellfire and Hydras. Take out the ground troops as well as the large machinery to complete the mission and then turn to the South to see a red sports car being driven in an Easterly direction at high speeds.

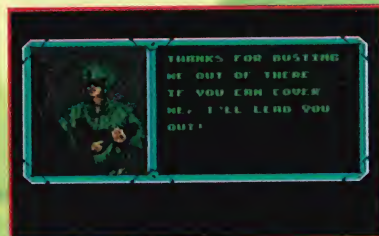
Inside the car is one of Malone's henchmen. Take him out before he can alert the other cult leaders to your actions. On his route will be some more enemy hardware. Concentrate on getting the car first and then fire any Hydras or Hellfire you may have left before heading East yourself.



Fly along the South coast first in order to locate more supplies before heading over to the top right corner of the map to locate Alcatraz where Long-Haul is being held. Hover around the area and shoot away the Guard Towers to secure the landing zone. Clear any other ground buildings and weaponry away before landing and entering Alcatraz to complete the Campaign and begin the next one inside the famous former prison.



## CAMPAIGN #6 ALCATRAZ



Inside Alcatraz you're back on foot with four main tasks to complete. The first task will be to knock out four Motion Detectors positioned around the many corridors of the prison. These Motion Detectors don't fire at you but they do alert the rest of the compound's personnel to your position. As you go around the site, blast these away to complete the first part of your campaign. The first Motion Detector is just up from your start point in the South of the building and blasting it will open up the first gate allowing you to continue.

Foot soldiers will be scattered around the area and you must be on the lookout for those right from the start. Luckily these troops aren't very quick so you can chop them down with MR9 fire before they pose a threat to your armour.

Continue up the corridor and turn right into the first side passage. At the end of this walkway you'll find another Motion Detector to destroy which will allow the next gate to be opened. Come back out onto the main corridor, watching out for troops until you come to the first T-Junction. Over on the left you will find six Commanders guarding the Blueprints of Malone's Secret weapon. These Commanders are quite speedy so pick them off with Hydra Missiles, being careful to ensure the Blueprints

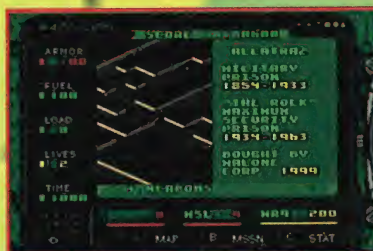
remain undamaged.

Grab the Blueprints to complete the second mission and fire at the desk and drawing board to gain armour repair. Continue on the left to find a small corridor leading North and another continuing West where ammo can be obtained after shooting the guards. Now turn around and go back to the T-Junction, this time travel down the passage to the East.

At the bottom of this corridor you'll find the third Motion Detector and a powerful ground cannon. Use your Hydras again to make short work of the weaponry before blasting the Detector and the two soldiers. This will unlock the next main gate, just beyond the Junction to the North. Blast this gate and it will fly open, turning the Junction into a crossways and revealing another high powered ground weapon that will need to be shot with Hydra Missiles.

Continue North to find another ground cannon to the North-East that will need to be destroyed before heading West to blow another gate apart to locate ammo and armour repair. Unfortunately, this will also reveal another ground cannon, so use the last of your Hydras on it before grabbing the new stock.

Turn to the North-East to find another passageway and continue down it blasting the troops and paying close attention to yet another ground can-



non. Note the location of this corridor because when you return to the central gangway, go North and turn to the right to blast away the last Motion Detector. Long-Haul is then revealed in this passage.

Simply blast away at his barred prison door to free him and then start the final leg of the campaign. Long-Haul will know the way out and will lead you in the right direction, all you have to do is cover him. This is quite a hard task because the place is now crawling with troops and more Ground Cannons, so save some weaponry and some lives for the journey back to your Chopper!

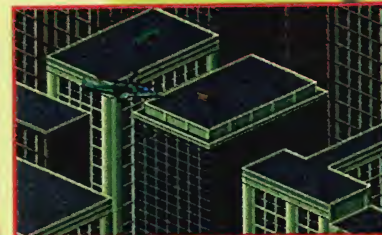
## CAMPAIGN #7 NEW YORK



New York City is the site for Malone's financial operation and also the site for the next step of his evil plan. The first rather difficult task is to take out

Malone's four bases in the city, found on the West edge of the map. This task is very difficult to complete because these buildings are being defended by an army of double gunned enemy choppers with oceans of fire power. In fact three are hanging round the main HQ

There is no way you can defeat all three and keep your armour intact so you really must take one on at a time, keep moving and then flee for your life to restock on supplies. Ammo, fuel and armour repairs



are in plentiful supply in this campaign but you will have to look for them by blasting rooftop storage tanks, swimming pools and skylights away.

After taking on the three choppers, blast away at the buildings, taking the two to the South first, before shelling the main Malone building. When this first task has been completed, the location of burning buildings will become known to you. They are to the East and the South-East of the Malone buildings and your mission is to airlift the 27 civilians from the roof tops to the landing zone, a little way to the West.



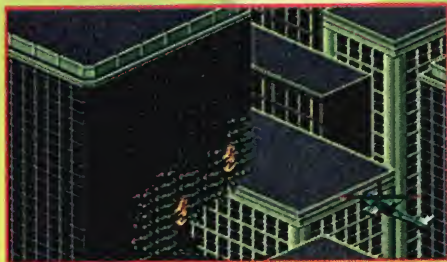
This mission will again be dogged by ground troops and roof cannons but you should only be troubled by the odd enemy chopper. Complete the rescue operation in three sections because your chopper only holds so many passengers. This is when you will be at your most vulnerable, going back and forth to the landing zone. Watch out for rockets and bullets aimed in your direction as you fly this section of the mission.

When you have airlifted the civilians to safety, go on the search for fuel and ammo again before you can go on to the third and hardest task. Malone's choppers are being kept in large numbers in a rooftop depot to the East of the City, near the centre of the map.

Fly over the area to find around 15 choppers on the roof tops, waiting to launch. Get to work immediately. Several of the choppers will be completely unmanned so you can shoot them away by simply firing a few chain gun bullets at them. The difficulty comes when the other choppers begin to take off. Once they are airborne they'll take a lot of fire power to bring down. Your Hellfire ammo and Hydra missiles will soon dry up as you try to blast all the choppers away. You will need to find extra







ammo from the nearby rooftops in order to sustain the attack. If you're too long looking for ammo, more than one of the choppers will be airborne and, basically, you are doomed! Keep up the pressure and strike quickly and you'll have a chance to progress onto the penultimate mission in this Campaign.



Fly to the East of the city and locate the World Trade Centre. You will have to rescue 20 top businessmen from the building before the damage to the building becomes much worse. The landing zone is to the South-West and you should be able to make the evacuation in two sweeps. Rooftop gunners and cannons will try to stop your operation so don't get into the situation where you get pinned down in crossfire from the surrounding buildings.

Once you've cleared the World Trade Centre the landing pad will activate. Send your Co-pilot through to cut the correct wire to defuse the huge bomb, primed to explode in a minute, inside. Get the information on which button to press from one of the men you pick up. Simply press the correct button to stop the bomb, collect your Co-pilot and breeze on home.

## CAMPAIGN #8 LAS VEGAS



Malone has now changed his tactics and has taken over the entire city of Las Vegas. In this new campaign you will have to recapture the city and storm his Casino hideout. The first mission though, is to find the Radar Command Vehicle and capture the Commander to find out where the Radar sites are situated.

Leave your Home Base in the bottom right corner of the map and fly West for about 30 seconds. Just to the South of the main Strip, (which is the main highway running right across the map of Vegas), near the West edge of the area, you will find a gray unmarked van. This van is the Radar Command Vehicle so blast it swiftly with Hydra Missiles. When the van blows up, it will reveal the Commander who should be captured by the winch hook. The Commander will then divulge the location of the 12 radar sites around the Las Vegas area. These sites will then appear as flashing dots on your mission monitor.

The first Radar site is a little way to the North-West of the Radar Command Vehicle, mounted on top of a branch of Quickies Burger Bars! Four branches of the Burger joints will be supporting other Radars with another three Radars being mounted on top of Billboards in the locality. To the South-East of the Radar Command you will find a giant Guitar with the another Radar on it and the final Radar can be found in the top right corner of the map, mounted on a giant Clown billboard.

As you fly around the area destroying the Radar mounts, you will be under constant attack from ground troop, tanks and cannons. Fly around these hot spots to save ammo and armour and steer well clear of the Strip, which is where the main enemy weapon can be found.

The third section of the campaign involves clearing the four main routes out of town. These roadblocks will be revealed to you once you have blast-



ed all the Radar sites. The first roadblock is North of the large Clown. Blast it with Hellfire and then look to restore your chopper's weaponry and fuel before travelling West to locate the second roadblock, close to the top left of the map. Blast that block off the street and then fly South to find the third roadblock.

As you fire Hydra and Hellfire missiles at this road block take care, the block will reveal an extra life and it's

all too easy to destroy the Power-up as well. The final roadblock is to the South, just to the West of your Home Base. This is the most well armoured roadblock so make sure you are stocked up on armour and ammo before you arrive. A good source of extra weaponry

and fuel are the Quickie Burger joints. Blast them and other buildings away to discover the hidden booty.

Now the hardest part of the mission is to clear the main Strip of enemy tanks, cannons and personnel. Try to get to this point without having lost any lives and with a full complement of Power Points in your chopper.

Start at the West-most tip of the Strip and work your way East,



clearing off the enemy installations. Extra ammo and fuel can be found between enemy areas, as you sweep the entire road, making sure you also shoot all the ground troops with chain gun fire.

As you reach the East side of the Strip knock out the final enemies. The location of the Power Relay Station will now become known to you. This will be directly West of the end of the Strip in the central area of the map. Knocking this Power Station out will mean your enemies targeting systems will not function.

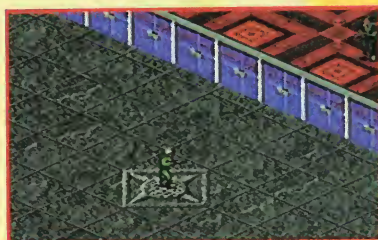
From the Power Station, fly West to find four Casinos in a row. These Casinos must be cleared of all ground weaponry including the AAA guns that are stationed there. Start clearing the Casinos from the North, and work South until you clear the last casino, which is the most important one.

The final Casino is owned by Malone and he's hiding out somewhere inside. Once you have cleared the area, the landing strip outside the building will become clear, allowing you to land and enter the Casino on foot.





## CAMPAIGN #9 CASINO



The first mission inside Malone's Casino is to take out the pit bosses. These three main men can be found to the North-East around the black jack tables. They have strong rifles at hand, as well as high-powered cannons on the tables around them.

They also have a personal guard each who must be shot with MR9 fire. Take the bosses out individually with a Hydra each and head back towards the West to the slot machine section.

Here you can play a funny little game by blasting the many slot machines in the area to gain extra weaponry. If you blast the correct set of machines to the North-East of the Cashier's Booth, Elvis Presley will appear, wearing his big white flared suit with huge collars, and he will start to dance around while playing his guitar. Elvis the Pelvis lives!

After you've stopped laughing, shoot a few more of the machines to gain extra ammo before heading for the Cashier's Booth to rescue three hostages. Remember, if any one of the booths has a red light on top, it will be invulnerable and you will have to complete the mission before the



light will disappear. The Cashier's Booth will only take a few Hydra Missiles to blow away, revealing the hostages and their warders. Shoot the bad guy with MR9 fire and then walk into the hostages to release them.

Now head to the North-West corner of the Casino to find the back room. Inside is one of Malone's women who, when captured, will tell you how to find Malone. Shoot the back room open and then fire at Malone's men inside. When you capture the Lady (by walking into her), she will tell you Malone has an underground hideout and there is a shuttle car under one of the change booths that will take you there.

Destroy all five change booths to find the important shuttle link under

the fifth booth in the bottom right hand corner of the Casino. As you shoot the booths away be aware that inside each is a highly powered, fast shooting cannon, that will sap your armour energy if you run out of Hydra missiles while knocking it out. Restock your ammo between each booth by shooting away the large slot machines to the West of the compound.

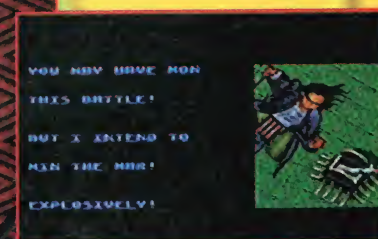
## CAMPAIGN #10 UNDERGROUND

This is the final campaign of the game, where you come face to face

with Malone. As you arrive at the underground location, leave the shuttle car and get in the chopper. The first thing you will have to do is take out all the ground weaponry around the shuttle tunnel.

There are fixed AAA guns as well as ground troops and tanks to take care of, so take your time and pick them off one by one while avoiding the crossfire. There are nine weapon installations in all that will have to be destroyed before you can proceed to the second mission.

This involves neutralising the enemy's barracks so re-enforcements can't be called in. You will find these







two grey buildings towards the top right corner of the area. Travel there from the shuttle tunnel and blast them with Hellfire and also take out the AAA guns to either side of the main barracks.

Travel South to collect extra ammo and fuel near the edge of the area before heading North-West to locate and destroy the Laser control centre. Clear the area of enemy



weapons and take out the banks of controls before a super blast can be fired from the Laser weapon. While you're over in that area destroy the Laser control box attached to the laser weapon itself. Doing this stops the weapon's targeting systems from functioning.

Just to the side of this emplacement you will see a re-enforced steel

Now for the final sequence of events, it's time to go and get Malone himself. Fly back over to the site of the two Barracks to find another re-enforced building, in which Malone is hiding.

This building is defended by tanks and AAA guns. Take them out first before concentrating your fire on the building. You will have to use at least a couple of higher powered missiles together with your chain guns in order to blast the building in half and reveal Malone himself.

Malone will now start to run away, trying to get to the shuttle tunnel, so hover over him and



and finish Malone, fly back over to the Laser weapon on the West side of the compound. It should take you about 20 seconds to reach the site, which will only leave you a few seconds to hover over the weapon and press the A button to send Malone falling onto the Super Weapon, thus destroying it and killing Malone.

The game is now completed. The victory has been won and the world saved once again.



**Passwords**  
**Campaign #2**  
**C9ND63JYW3W**  
**Campaign #4**  
**9GRTKGDT9GN**  
**Campaign #5**  
**NWDTNW6SGRR**  
**Campaign #7**  
**L6VZHD3XB63**  
**Campaign #8**  
**GPTXLGDTHWG**  
**Campaign #10**  
**W7K9LP7C6JF**

room that houses the Laser weapon itself. It will take a lot of fire power to blast open the room, but the best way to do it is to be patient and shoot your chain gun at it, this will save your stronger weapons until you have a chance to restock. Extra ammo and fuel are available by blasting away at the other control units.

capture him with your sky hook. Now you have the evil genius under you Chopper, the end is near, but Malone thinks he will have the last laugh. He has activated an explosive vest and it will blow in only 30 seconds!

There is no time to hang about. To finish the game



Cartridge supplied by:  
**ELECTRONIC ARTS,**  
 Tel: (0753) 549 442

## SUMMARY

**GAME NAME:** Urban Strike  
**TIME TO COMPLETE:** 3 days  
**HIGHEST SCORE:** 18,544,710  
**NUMBER OF LEVELS:** 10  
**CHALLENGE RATING:** Easy



# URBAN STRIKE

## SPOT THE DIFFERENCE!

SEGA XS in association with Electronic Arts invite you to SPOT THE DIFFERENCE for big, big prizes! All you have to do to win one of 20 *Urban Strike* T-Shirts or one of five top winning prizes, consisting of an *Urban Strike* Jacket and a copy of the game, is spot the 10 differences between the two almost identical photos of the XS Combat Crew.

Simply put a ring around the differences, and send the picture back to us. If you're lucky enough to be pulled out of the SEGA XS competition box you'll win one of the 25 top prizes on offer.

Just think how cool you'd look the next time you go into town wearing an exclusive *Urban Strike* Jacket. Concentrate on the two pictures carefully, spot the differences and send in your coupon to the usual address by the 1 December.





COMPETITION

SEGA  
XS

## THE PRIZES

The first Five correct entries out of the hat will all receive:

1 Exclusive *Urban Strike* Flight Jacket.  
1 Copy of *Urban Strike* for the Mega Drive

20 Runners-up will receive:  
1 Exclusive *Urban Strike* T-Shirt

## URBAN STRIKE COMPETITION



Circle the appropriate differences on this coupon and send it to *Urban Strike* compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 1 December and the editor's decision is final.

Name.....  
Age.....  
Address.....  
.....  
.....

Postcode.....  
Tel no.....  
The console I own is.....  
Please print a solution for.....  
.....



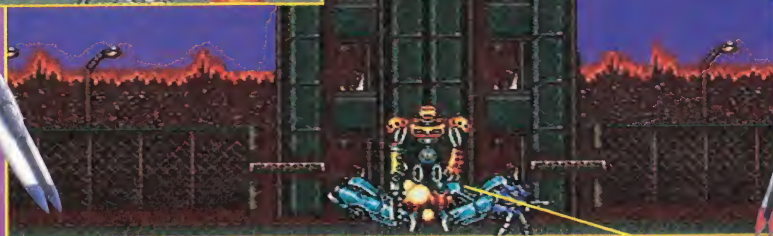
## Level 1-1



After destroying the guy stood on the petrol tanker, you come face to face with this fiend. To wipe him out, let off a few rounds aimed at his head. This should do the trick, but watch out for his rapid fire, front mounted gun.



## Level 1-2



The first end of level guardian jumps from the left to the right hand side of the screen. After firing at him for several minutes, the top of his body will part from his lower half and spin at you. Keep avoiding him whilst constantly shooting.



### PROBOTECTOR 1

Leader of the Probotectors. A professional warrior, and top weapons specialist.



### PROBOTECTOR 2

Well experienced in guerrilla fighting. No one can beat him in a jungle war.



### PROBOTECTOR 3

The battle leader of the Probotectors with the strongest power of them all.



### PROBOTECTOR 4

A swift and flexible professional, best at gathering and analysing important information.

*Probotector* has stormed onto the Mega Drive with its hard-hitting, non-stop action. You have the chance of controlling the fortunes of four of the roughest, toughest combat droids to patrol the street's.

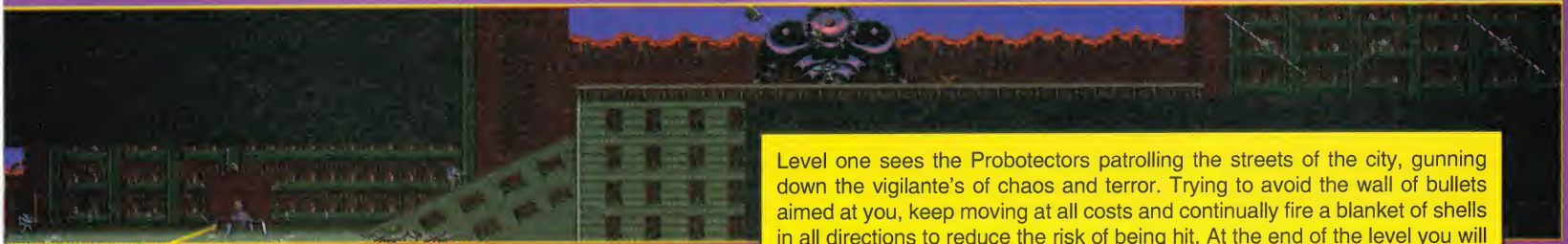
The year is 2641 and mankind is slowly recovering from a disastrous war with an alien race. Poverty and crime has soared, as people try to survive. Behind this poverty and decay hides a conspiracy which plans to overthrow the government and recall the alien forces. Will they succeed? Can they finally defeat mankind? Only you can decide the outcome. So grab your joypad, turn the page and follow our guide to save mankind.

MEGA  
DRIVE

KONAMI • SHOOT-EM-UP

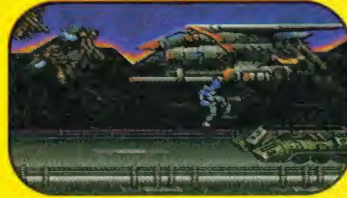
# PROBOTECTOR





Level one sees the Probotectors patrolling the streets of the city, gunning down the vigilante's of chaos and terror. Trying to avoid the wall of bullets aimed at you, keep moving at all costs and continually fire a blanket of shells in all directions to reduce the risk of being hit. At the end of the level you will be given a choice of which route you wish to take. Choose carefully!

When this character appears from the debris of the building, move to the right hand side of the screen and pump a round of bullets at it. Once destroyed, it will spin out of control towards you, so quickly jump to the left.



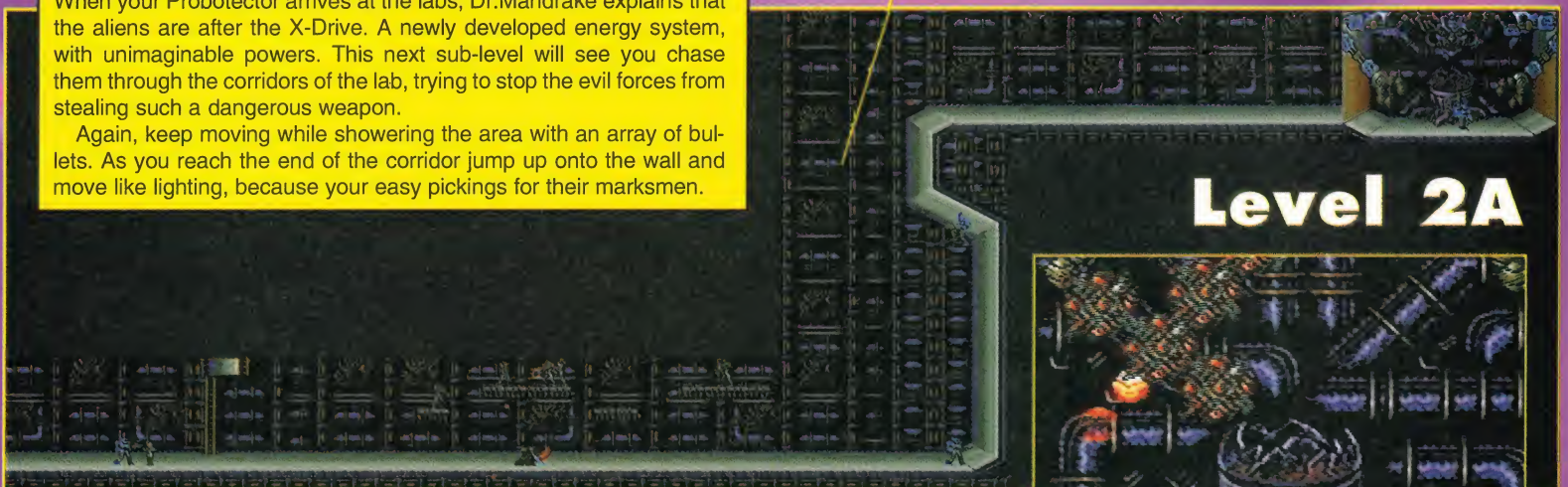
## RESCUE RESEARCH CENTRE

If you decided to pick this option, you choose the most direct route. Racing back on your bike, the Air Police come to your rescue. Once in the air things soon get heated, as a number of the alien collaborators take it upon themselves to bring you down to earth!

When your Probotector arrives at the labs, Dr.Mandrake explains that the aliens are after the X-Drive. A newly developed energy system, with unimaginable powers. This next sub-level will see you chase them through the corridors of the lab, trying to stop the evil forces from stealing such a dangerous weapon.

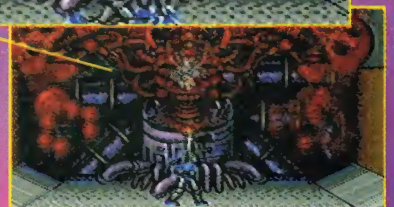
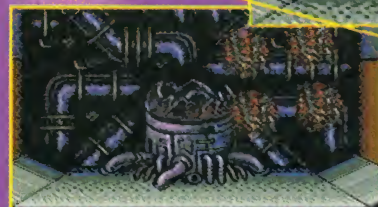
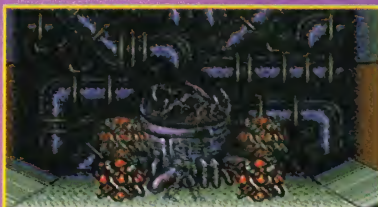
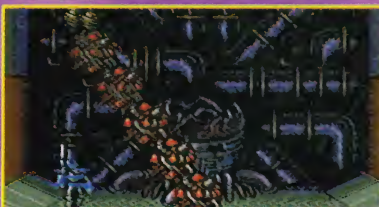
Again, keep moving while showering the area with an array of bullets. As you reach the end of the corridor jump up onto the wall and move like lightning, because your easy pickings for their marksmen.

When Probotector reaches the over hang of the wall watch out for the guys that appear on the ledges to the left of the screen.



**Level 2A**

The X-Drive has been stolen and waiting for you is one hell of a nasty guardian who takes a lot of shots to destroy. Use the walls for cover and aim at his head when he appears.







## LEVEL 2B

If you chose to chase after the alien you've picked the wrong path! The alien is just a clever decoy to distract you, while they attack the labs to steal the X-Drive. When the alien is chasing you up the road use the full width of the screen to avoid his lunging attacks.. Wait until he's beside you then shoot at the top half of his body.

The start of this level confronts your Probotector with a group of bikers, charging at you from the distance. Carefully watch where their approach, so you can position yourself correctly.

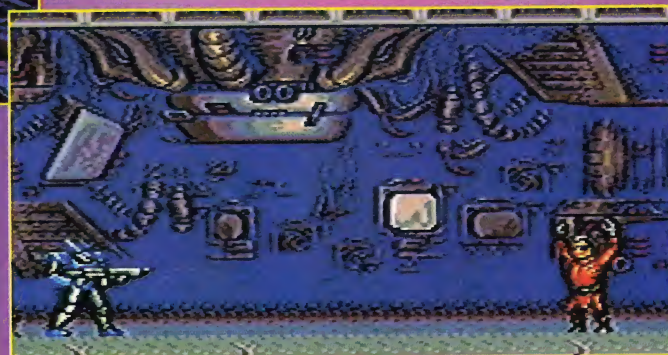
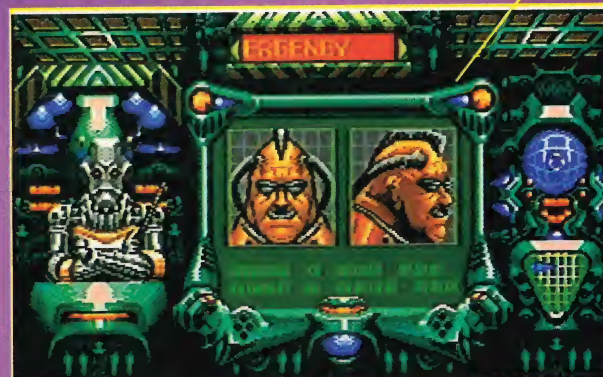
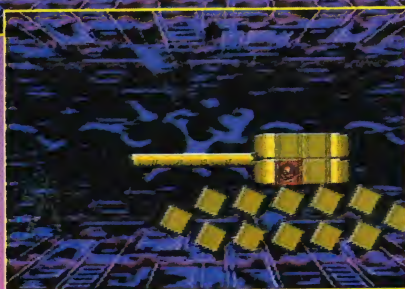
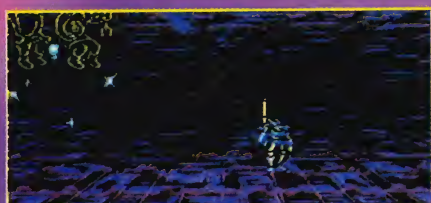
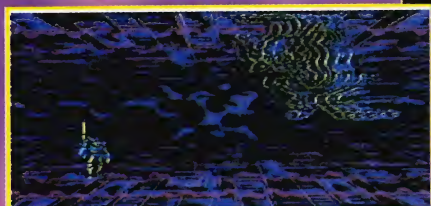
This guy protects the entrance to the hideout. Look out for his swinging tail and the stretched arms he throws at you. Keep shooting at his head to destroy him.

## Level 3

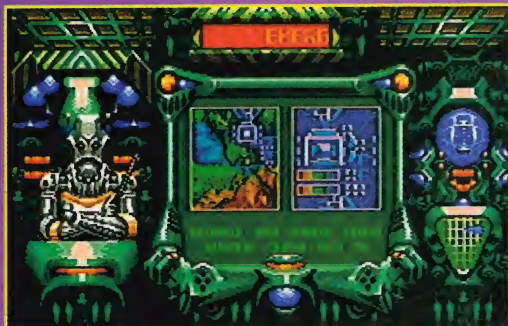
At the beginning of level three is a brief intro sequence, informing you the hacker who breached security, used the panic caused by the rampaging robot as a diversion. He could then strike at the research lab and steal the X-Drive. His name is Noiman Cascade and it's likely he's connected to the alien's organisation. It's been discovered that Noiman has a hideout under the garbage dump and the mission is to find him. This level will see you start in the dusty wastelands, away from the city. You will soon descend to his hideout, but beware of his traps, including the deadly Virtual Zone he will transport you to.

This is the intro to level three and it gives you a brief description of who Noiman Cascade really is.

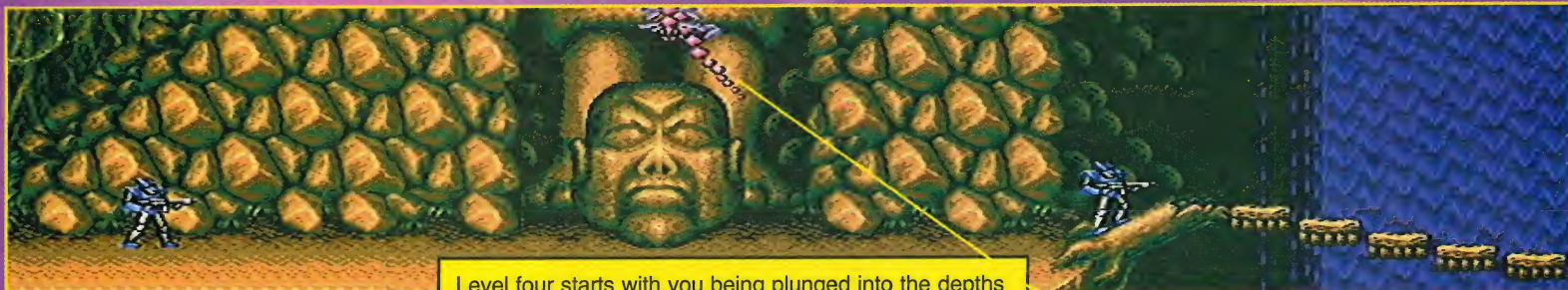
## VIRTUAL ZONE







## Level 4.1



Level four starts with you being plunged into the depths of the jungle. With Noiman having been captured he soon informs you the aliens headquarters are based close to the centre of the deep undergrowth. The first thing you will come across is the tribe of natives the aliens have hired to protect the base from any unwanted visitors like you!

After defeating the local natives you come up against these weird creatures. Dodging their dives, aim at their heads and it won't take too much effort to destroy them.

When your Probotector goes under the garbage dump. Keep an eye open for the small gun turrets located along the walls.



## Guardian

This is Noiman Cascade and his Virtual Zone. When you discover his base, you will be transported here, where a host of his diabolical creations will be out to destroy you. Get that trigger happy finger ready, you're gonna need it!





Be extra careful of the fire missiles the catpillars spit at you, as they move and follow the path you take.

At the end of the level you discover it is all a trap. You will be given the opportunity to lay your weapons down and surrender. If not your Probotector comes up against a host of experiments, designed to finish you off.

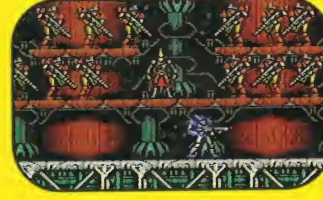
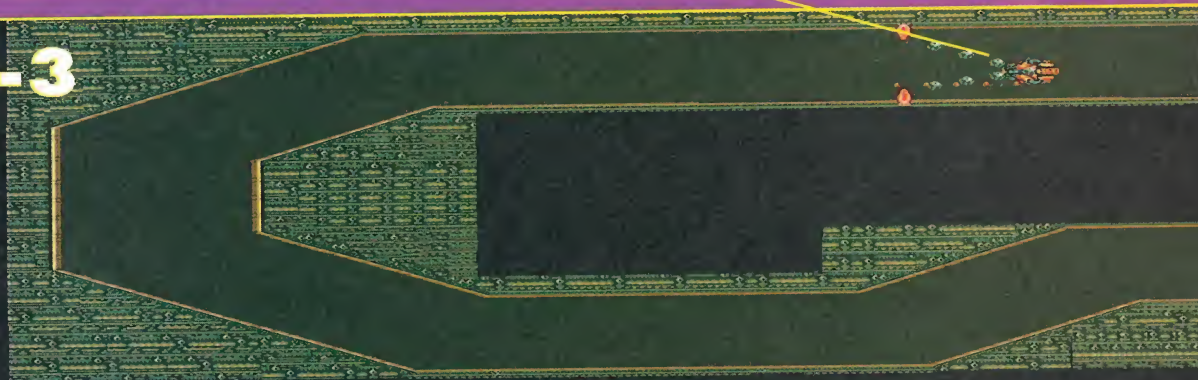


## Level 4-2

Having defeated the enemy at the waterfall, you will see your Probotector fall from the bridge. Don't be alarmed at this, he won't lose any of his energy. You'll land on the back of a large creature who does not react to you being there. Falling from above will be some small circular objects which unroll themselves into large catpillars. Keep heading towards the top of the creature to gain access to the next section.

This is where you have to finish the alien off. The hardest thing to try and avoid is his electric ray.

## Level 4-3



## GUARDIAN

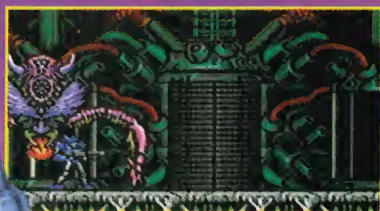
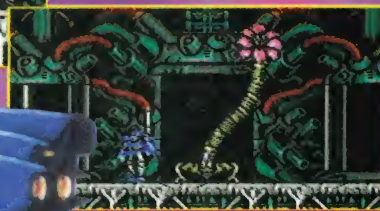
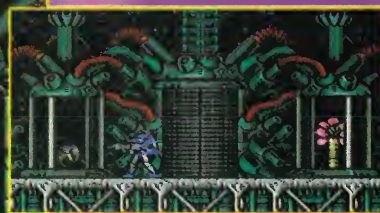
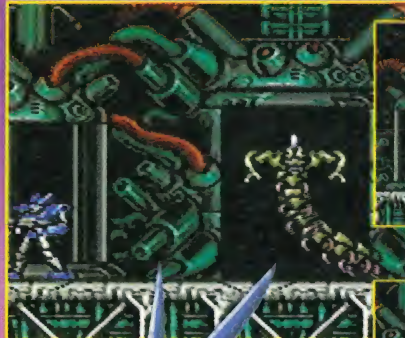
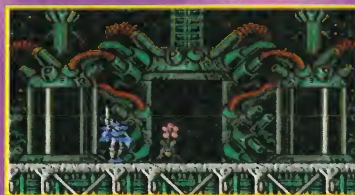
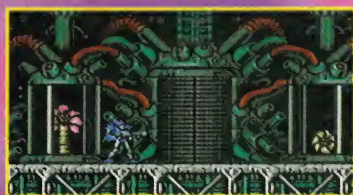
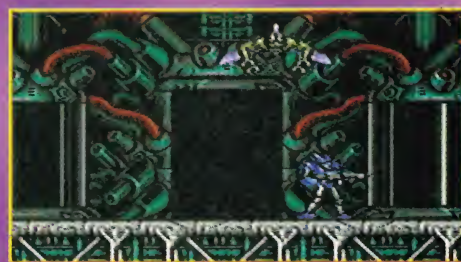
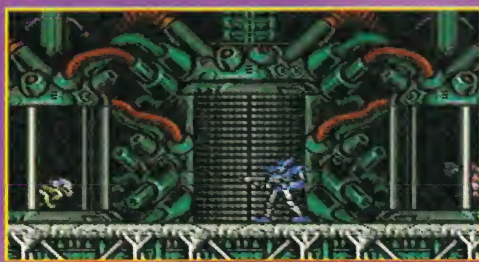
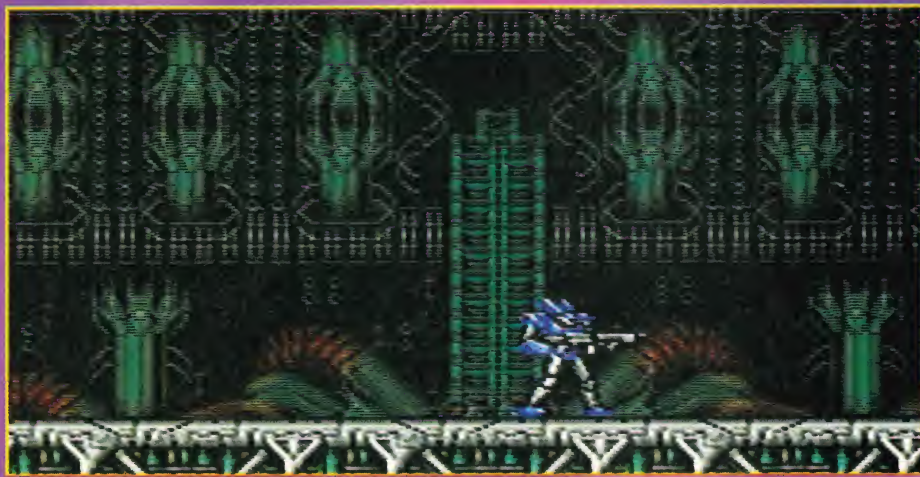
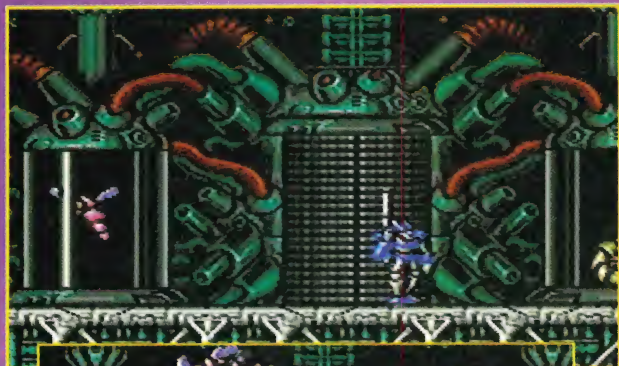
When you arrive at the waterfall, you come up against this ugly red Guardian. All you have to do is sit directly under him and pump as many rounds as possible at his face, but be careful of his circular blue bombs!

Getting this far hasn't been easy and before, you can enter the alien's base, you'll have to defeat these flowers. Avoid the pollen balls they fire into the air.

On entering the alien's base, a huge Guardian appears. It does not matter how many rounds you pump in him, it can't be destroyed. Instead you will be forced to chase it through the corridors of the base.

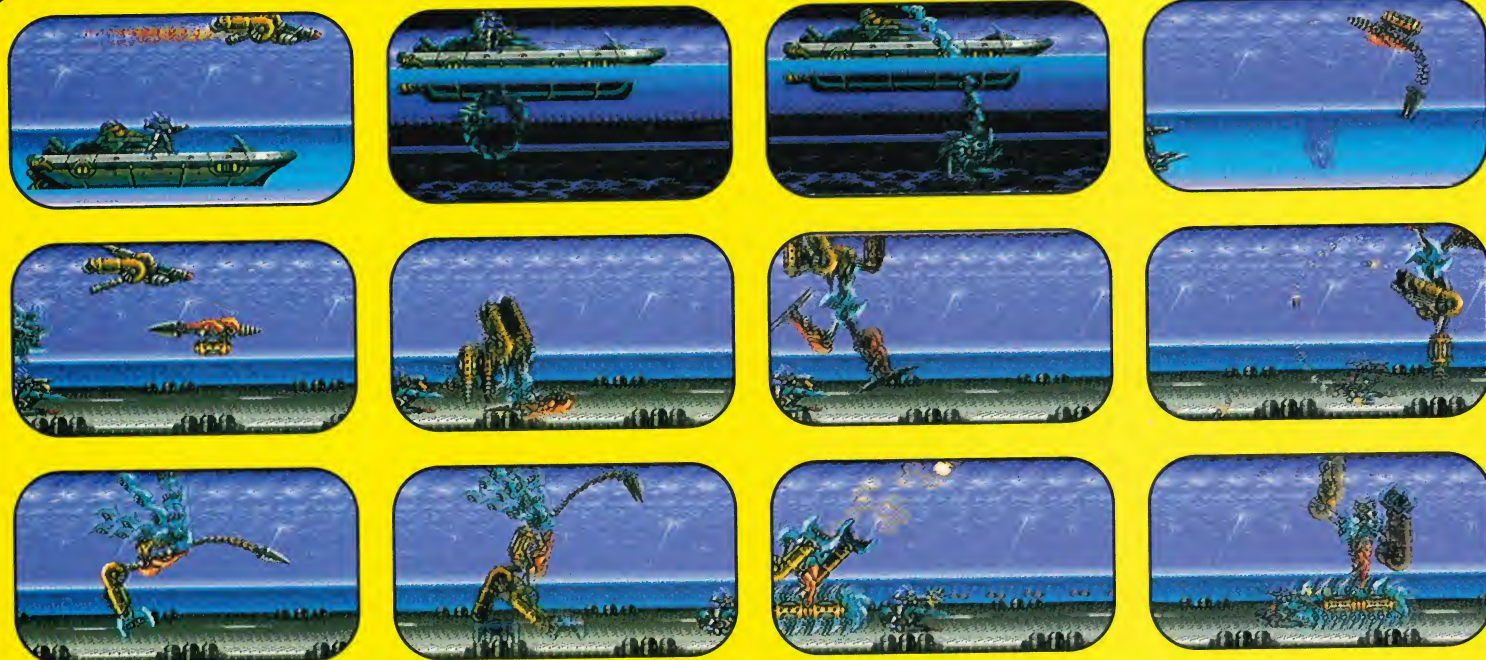


## EXPERIMENT



When the screen starts to move and follows the tracks of the alien, be sure to keep up with it. If you don't, Probotector will fall off the screen and lose one of his valuable lives.





## LEVEL 5A

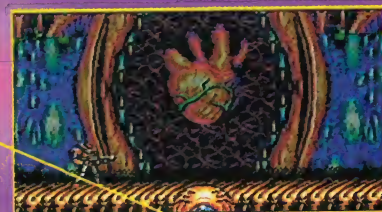
This is one of the different end choices you have. Here your Probotector is told the aliens have their real base on an island, you have to invade the place, while coming up against some of the most unique Guardians you're ever likely to see!



As you walk along the corridors, the brains on the floor explode in front of you. A small character appears, but does not shoot at you. However, stay clear of them as they will zap your energy.



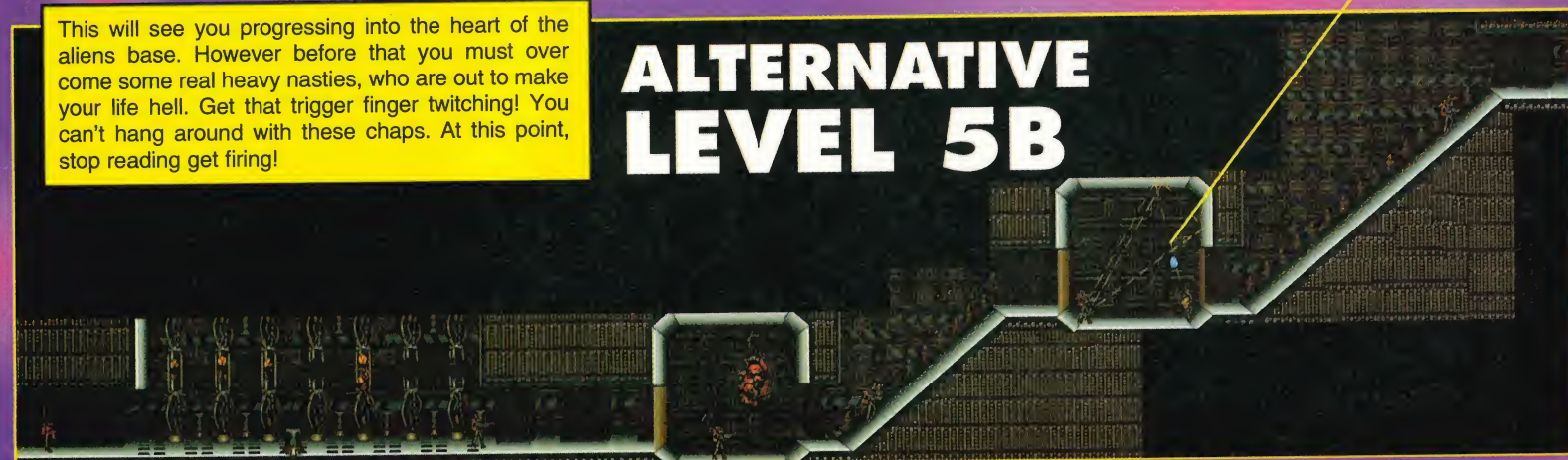
Your Probotector has done well to get this far. To finally destroy the alien, you will have to avoid the two large eyes that bounce around the screen. Aim at the alien's heart and give it everything you've got.



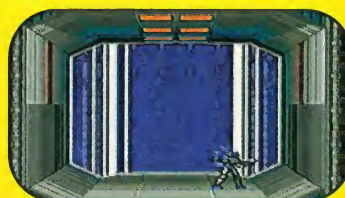
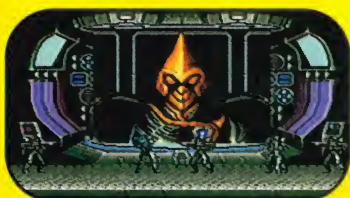
When you come across this guy, watch out for his lasers bouncing off the walls. Keep firing while avoiding this problem.

This will see you progressing into the heart of the aliens base. However before that you must overcome some real heavy nasties, who are out to make your life hell. Get that trigger finger twitching! You can't hang around with these chaps. At this point, stop reading get firing!

## ALTERNATIVE LEVEL 5B







## LEVEL 5B SPACESTATION

This end level appears if you decide to surrender and fight later. Here you are taken to the aliens spacestation, from where they have created Big Magnum. They intend to launch it at the Earth and reduce the planet to charred cinders. Can you stop them? If you can, you'll see the station go up in a blaze of fire!



## ALTERNATIVE LEVEL 5A



This version of the end level will take you into the heart of the aliens base. You come up against some of the most unusual aliens seen in the whole game. This is probably the easiest ending to complete as well!



**FACT  
REPLAY**

FFFA0C0003  
INFINITE LIVES

## SUMMARY

GAME NAME: Probotector  
TIME TO COMPLETE: 2 Weeks  
HIGHEST SCORE: N/A  
NUMBER OF LEVELS: 5  
CHALLENGE RATING: Very difficult

Cartridge supplied by:  
**KONAMI.**  
Tel: (0895) 853 000



# POWER TO THE PEOPLE

You've seen them leaping about on the TV in their gleaming costumes, marvelled at their amazing powers and been awed by their martial arts skills. Yes, they are the *Power Rangers*, the latest cult heroes to hit the big time.

They may look like your average every-day American teenagers but they have the power to summon up the might of the ancient dinosaurs. These dinosaurs are a bit different to the ones we all know, more machine than living tissue. When all the different dinos connect they create a massive dinosaur!

*Power Rangers* is a big, bubbling pot of different ingredients, with elements of *Bruce Lee*, *Beverly Hills 90210* and *Transformers* thrown in for good measure. As you can imagine, it's a great laugh, with a social message thrown into every episode to justify all the violence!

SEGA XS is giving away 10 videos of the *Power Rangers*. Each video has two episodes, either Volume 3 (Different Drum/ Food fight) or volume 4 (Big Sisters /Switching places). All you have to do is answer the simple questions below and one of these videos could be winging its way to you.



## THE QUESTIONS

1. What outfit does Jason wear in the *Power Rangers*?  
 a) Beltsuit: grey overalls with beads and a cardigan knitted by granny  
 b) A red jump-suit  
 c) A shocking pink dress with frills
2. What is the Dinozord called that is sometimes needed as back-up when fights get rough?  
 a) Dragonzaur  
 b) Bunny monster  
 c) Giant Aardvark
3. What is the name of the *Power Rangers*' arch enemy?  
 a) Rita Repulsa  
 b) Mr Scary  
 c) Portillo The Slime Beast

## POWER RANGERS COMPETITION

1	A	<input type="checkbox"/>	2	A	<input type="checkbox"/>	3	A	<input type="checkbox"/>
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Tick the appropriate boxes on this coupon and send it to *Power Rangers* compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 1 December and the editor's decision is final.

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# NOVA STORM

It is the year 2429 AD...

Your shuttle craft drifts through the starlit void of deep space. From one side, a huge space station creeps into view. It's a sprawling lattice of inter-connected tunnels, each boasting a diameter of many square miles. The shuttle slows as it approaches a gloomy docking bay and you wonder why Battle Corps has summoned you, a well decorated fighter pilot, to their main centre of operations, out here in this bleak corner of space?

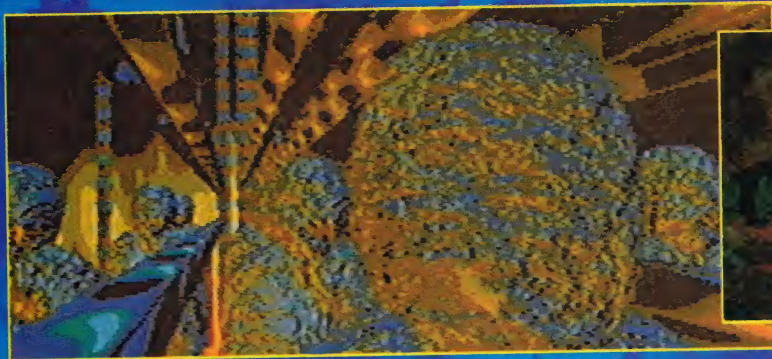
As your superiors confront you, you gradually become aware of a sinister and daunting situation, which threatens the very existence of the whole federation and in fact of all human life...

Two years ago all the major computers that ran and monitored aspects of the Bator System's colonies and societies were linked to a single, super-intelligent control program, called Data Grid. Data Grid's purpose was to respond to outside stimuli and adapt swiftly to it. Data Grid evolved, and either by accident or design, became its own master.

Unfortunately Data Grid took a dislike to its creators and decided to annihilate them. Since then whole environments have been destroyed and populations displaced. All the mining installations are under the control of the grid and, so far, four planets have been conquered by the grid. It's your task to recapture them.

Take your fighter craft, Scavenger Four, and, with sporadic help from other fighter pilots, search and destroy all the dominant forces controlled by the grid. Failure is unthinkable and will mean the death of human civilisation. The odds are vastly uneven, it's you versus thousands of hostile enemies, but, hey, what's new? We've all grown used to being in that situation in a shoot-'em-up!





## LET BATTLE COMMENCE!

### LEVEL 1 VOLCANIC WORLD L1.1

You are launched from the space station and dive down to fly at high speed over the bubbling surface of this volcanic planet. You're immediately greeted by wave after wave of attacks from enemy fighters. They



constantly fire at you, but the lasers they fire take a couple of seconds to reach you so there is plenty of time to bob and weave out of the way.

This initial level is fairly straightforward stuff. Dodging into the corners is a good tactic, as the enemy fire seems to cluster heavily around the centre of the screen. Become accustomed to the different types of formation and it will soon become easy to predict where to shoot. Often you're able to pick a single point on the screen where a

whole formation passes. Firing at this fixed point means blowing just about all the fleet into tiny pieces.

After fighting in the freedom of the air you plummet into a gully in the volcanic ground. Don't touch the edges of this gully as you risk collision and the loss of a life. Luckily, the gully walls aren't that close on this early level and so there is still plenty of room to manoeuvre. Staying in a central position is an advantage, as many fighters appear from beneath you, in the middle of the gully, and, if you're ready, they're easy pickings.

Suddenly the whole landscape spins around as you enter another phase. As the land spins, make sure you're in a very central position, otherwise you will be caught by the wall or ceiling and dashed to pieces. It's a dark



world, and very hard to see what's going on, so concentration must be perfect to survive.

Once this section is completed a new perspective enters the gameplay. There is a ceiling above you,



while lasers come diagonally across the screen. You still have fighters dogging your every move, so you must duck under a large bridge, avoiding the pillars supporting it. As the bridge is fairly large, it's a fairly straightforward task to go swooping under it.

## END GUARDIAN

At the end of every level you come up against a cruel guardian of the Grid. You will know when it's time to face the guardian as there will be a short sequence preceding it, where your Scavenger craft is shown from a different angle, flying high over the lava and crust mantle.

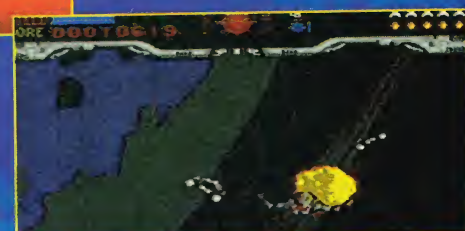
The view returns to the usual perspective, behind the craft, and a large metal orb, with spiked balls sticking out from its main frame, comes out of the sunset. Panels on the orb rise, revealing an orange glowing core, which is your target. Use your Super Gun here to take out the enemy in a few hits.

Make sure you

don't hang around too much. Time is vital, for the longer you take the tougher the action gets. An alert warning flashes to warn you when the action is going to heat up. As well as some minor laser fire, the ball hurls those spiked balls at you. Hopefully you can finish it off before the action gets too frenetic.

## L1.2

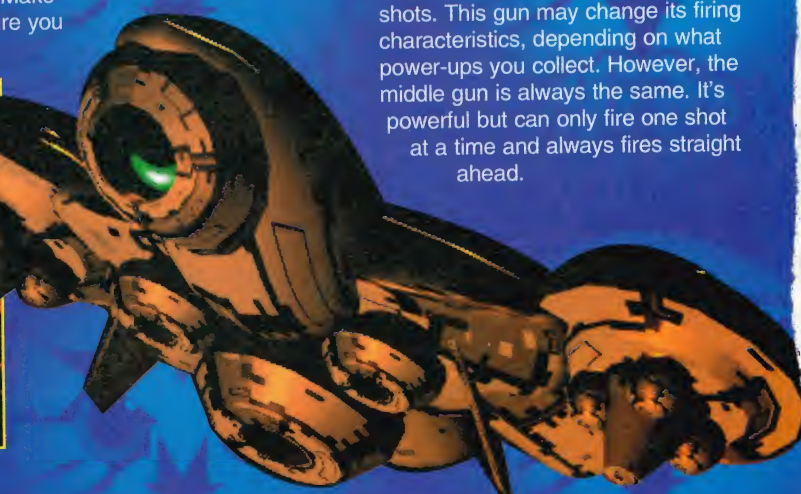
After the first 30 seconds of dog fighting in mid-air, you're thrown into a gully once more. This gully's much tighter than the last, leaving less room for error. As soon as you dive into the trench, pull up, as there is an obstruction barring the gully, which kills you, should you stay low. Also watch out for the fire that bursts from



the ground.

Three bonus boxes pop up almost straight away. By hitting one of these boxes, you may increase your firepower, giving yourself three blasts instead of one every time you shoot.

Remember you have three types of laser. The Super Gun should not be wasted in small fights. Instead leave it purely to attack the final guardians at the end of each level. Your weakest gun is a semi-automatic and fires spurts of small laser shots. This gun may change its firing characteristics, depending on what power-ups you collect. However, the middle gun is always the same. It's powerful but can only fire one shot at a time and always fires straight ahead.







## END GUARDIAN

You eventually reach the end wall of the trench and a massive satellite dish looms over you. Ground fire is intended to hinder your progress towards the main installation. Use your Super Gun to blow the satellite dish to smithereens as quickly as possible. Don't be put off by the way it sways from side to side. There is an ear-shattering explosion as the whole base goes up in flames.



## L1.3

Another gully springs from the glowing earth and you must negotiate your way down it. The gully is wide, with little danger of crashing into the walls, and you virtually have the ability to move all over the screen. This is handy, as you are set upon by a heavy number of attack groups.

The emphasis is on the fighting here, rather than your flying ability. You will have the chance to increase your armoury as the three bonus boxes reappear during the section. However, if you don't hit them instant-

ly, they vanish in the blink of an eye.

You have to prepare yourself for several menacing guardians now, as the volcano comes into view. The first guardian is a copper-coloured metal hulk, sitting high in the sky, challenging you to come and fight. Blue disc lasers fly up at you from its underside but these are not the main threat. This comes when it opens a middle section on its torso and blasts you with groups of four lasers at a time. Destroy it with a couple of blasts from your Super Gun.

## END GUARDIAN

A band of space vessels now appear in the twilight. They congregate in mid-air to face up to you. One unleashes a stream of terrible fireballs from left to right across the

screen. Be sure to hop over the trail. Next, another ship wings closer in a slow advancing arc. It then separates into three different sections, making it much harder to hit. Aim for the middle section and blow it up with the Super Gun. All of the vessels will instantaneously be ripped apart by your awesome firepower.

## L1.4 END OF WORLD

## GUARDIAN

You fly over the volcanic landscape, with wave after wave of alien ships trying to gun you down. Not much to avoid here, just concentrated enemy fire. A couple of new attack waves may appear but no real surprises ambush you.

After the air battle, prepare yourself for a confrontation of unparalleled proportions. This guardian is a real graphical treat. You find yourself hovering before the black volcano, while rising from the burning steam of the volcano's mouth, is a tremendous golden bird. As it spreads its mighty wings, bolts of heat project from its staring eyes. Don't let them touch you, and attack the bird by unleashing the power of your Super Gun. It may take a fair few shots, so keep hammering on the A button. Eventually the fiery bird will scream its death song and crumble in a wall of flames.



miss return to taunt you. They are relentless but you must kill them all to progress.

## END GUARDIAN

The dunes now disappear and indications of civilisation begin to materialise. Great pillars and monoliths stand on the levelled desert, a constant reminder that humanity has dwelt in this place. Crawling past one of these structures, a long way beneath you, is a giant beetle, with enormous jaws.

Drop your height and speed to sneak up behind the oversized bug. When you are behind it, it opens its hard shell like wings and small homing pods whiz out, before following you around the screen. Keep moving in wide circles to evade these deadly tracking bombs.

The next stage of the attack sees the beetle, with its wings open, rising into the air, still firing at you. With Super Gun blazing shoot the beetle out of the clouds. However, the giant bug now moves around some big rock formations. Follow its path without bumping into the rocks to take it out. Remember, the quicker you beat the beetle, the less damage your craft will take.



## LEVEL 2 DESERT WORLD

### L2.1

For a barren planet that has been dormant for many millions of years, the ensuing war will be the most action it has seen in a long while! The attacking waves of fighters are a lot more difficult than the previous world. The terrain is also a lot harder to negotiate. You can hit the dunes should you fly too low, so stay high.

A particularly striking new formation reels across the screen in front of you. They are three pronged robot devices, which shoot out from the left

and spiral around to the top right corner. The ones you





## L2.2

When the monster-sized insect is destroyed you're transported to another part of the desert. As you fly at supersonic speed over the landscape you will be aware of dusty and weather worn installations. These whiz up from the horizon and you must move out of their way swiftly. Some are small dome like constructions while others are tall pillars. You seem to be following a pipeline of



sorts toward a built-up area and a very large dome.

Before you get there, you're set upon by hordes of enemy ships, all with guns blazing. Some ships try and deceive you into ducking out of their way and thus heading straight into a pillar. It is best to take them on head-to-head and obliterate these marauding pests before they can trick you.

An opportunity to increase your firepower will be given in the usual way, with three containers popping up in mid battle. Make sure you shoot one of them, as the extra weapons will be invaluable as the game progresses.

## END GUARDIAN

You eventually arrive at a great dome. The dome roof pulls back slowly to reveal a metal monster on two spindly spider-like legs. Speedily pound the entire dome with lethal charges from your big gun and see the steel creature dismembered in plumes of hot flames. This is a straightforward guardian to defeat as long as you shoot first and ask questions later!

## L2.3

Low level flying here, over a deadly, if picturesque, terrain. Massive heads, carved from stone litter the flight path, forcing you to swing



from left to right. You are soon plunged into a treacherous and dark gully. It's difficult to see here, due to the heavy shadows cast by one side of the trench. Industrial buildings are half-hidden in these shadows, so you need to be vigilant at all times.

You also have to deal with a fair amount of retaliation from the fighter squadrons. Make doubly sure you grab the bonus power-up



in this gully. Improve your laser to a spiralling beam that does some serious damage to oncoming attackers. This is just about the only power-up requiring two attachments, one on either side of your ship, somewhat akin to the mirror laser in Sega's classic Mega Drive shoot-'em-up, *Subterrania*.

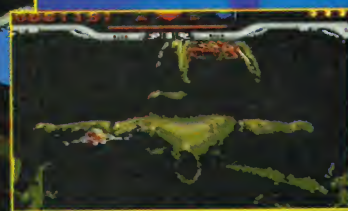
This gully is incredibly long and the enemy attacks become very heavy in some sections. When you finally reach the end, prepare for a neat

sequence, showing the Scavenger slow down, back up a little, and then tentatively enter a dark hole in the end wall of the gully.

The view then returns to the previous one, from behind the Scavenger and you regain control of the craft. The tunnel you have entered is extremely dark, the walls only barely visible as traces of green.

## END GUARDIAN

A huge black animal leaps from the darkness above, its legs straddling the cavern and its large black tail, tipped with a pair of strong pincers, looming over your little ship. Blast the Super Gun straight at its head to destroy this monster. The tail starts to swing at you if you're slow or, more worryingly, out of heavy artillery. When it's defeated the legs buckle and the whole



animal tumbles towards the deep floor of the cavern.

## L2.4

Back to desert manoeuvres in this section. First of all, with lasers raining down on you, you approach a mountain. Although it seems to come very close, you're in no real danger of hitting it, so use all of the screen to fight the enemies. If you make it through the frenetic battle, an action sequence runs automatically, showing

you a solar eclipse as the desert world blocks the Sun.



## END WORLD GUARDIAN

After negotiating the level you find yourself in an open space, with no visible walls. This place has no lights, except for shafts of yellow light beaming from the floor, becoming wider and dimmer the higher they go.

It's time to face another of the evil guardians. This one is mean looking







and packs an incredible punch, but perseverance will see you through. The metal biped strides through the beams of light, which momentarily illuminate its dark bulky form. It moves towards you and lets loose a barrage of missiles. Once again it's vital to retain some Super Gun charges to dispose of this creature quickly and cleanly.

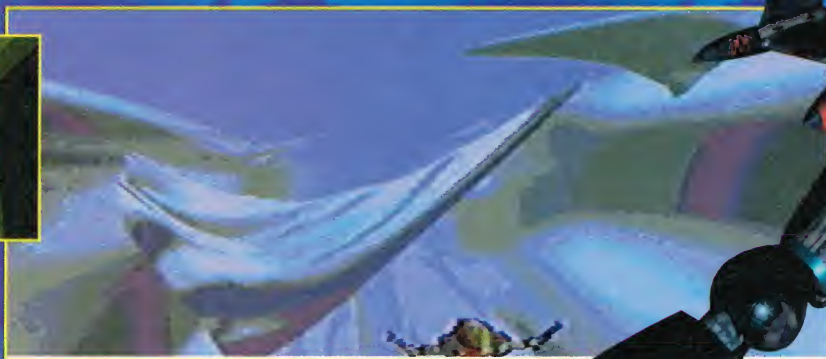


## LEVEL 3 ICE PLANET

### L3.1

Once into this level you're instantly thrown into a gully with impenetrable ice walls. This gully is the hardest to date, so to make your lives even easier we've listed the precise position of the obstacles and how to avoid them:

Swoop under the first arch. Swing to the top left or the bottom right corner to miss the precarious icy spikes. Then swoop under another arch. Fire centrally at the



oncoming line of fighters. Stay in a good position and they all come to you. Swoop under another arch. Then dive under a spike before turning right to avoid the obstacle to the left.

Duck under another arch and over the arch following it. Go low to evade the overhanging spike, then swing to the left. Dive under the next arch and over the spike. Go under the first arch, over the next arch and under the following one. Turn left. Turn right. Kill the baddies coming at you head on. They



will fire back and probably hit you, if you just leave them to their own devices. Go up, then under the next arch, and the next one and turn right, down, left and finally right.

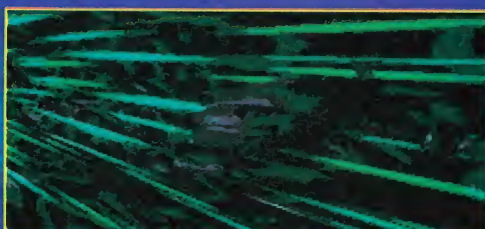
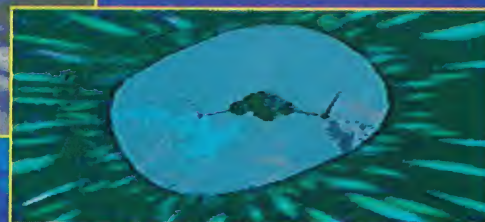
If you made it through that lot, well done, but it's far from over yet! You rise out of this trench, only to be swung straight into another one. Instead of arches and spikes this new gully has only one sort of obstacle,



but it repeats every few seconds. This time it's a man-made barrier, which looks like a ring held to the ice walls by prongs. In the centre of the ring is some sort of power source or ball of

you concentrate on the primary enemy the smaller fighters can be ignored.

Remember, if you see an alert message scroll by, hurry up, or it may be too late to finish the base off! When you succeed, a roaring explosion bursts upwards from the base. You've blown a hole in the base and stunted its defences. At this point the fighters no longer bother you and you're ready to move on to the next stage.



### L3.2

Your Scavenger confidently pushes forward, down the hole you've just created. The tunnel is tight and you can scrape the wall if you drift too far to the sides. Light is also a bit of a problem, as the only indicators of direction are luminous green streaks of colour shooting by as you progress.

Stay fairly central, as you're not safe from fighter attack down here. The enemy crafts spring out from secret areas behind you, and travel past you up the sides of the tunnel, usually from the right. It's important to take them out quickly. If they manage to congregate in large numbers ahead of you, watch out, as they fire back with multiple laser blasts.

Eventually the tight tunnel opens up into spacious underground caverns, still laced with the green luminous streaks of light, that reveal its contours, but with no real restrictions on positioning. Fighter attack is persistent and deadly.



green energy. Instead of trying to find a gap to dodge around the object, merely shoot out the centre piece or power source, and fly right through the middle of the ring.

### END GUARDIAN

If all goes well you end up at an enemy base at the end of the trench. It consists of a metal dome, with strangely human features. It throws a lot of flak in your direction, which must be dodged. As it's a base, it has swarms of enemy ships at its disposal, which dive-bomb you with a vengeance.

Use the most powerful weapon you have on the dome, trying not to worry about the fighter assaults. If



## END GUARDIAN

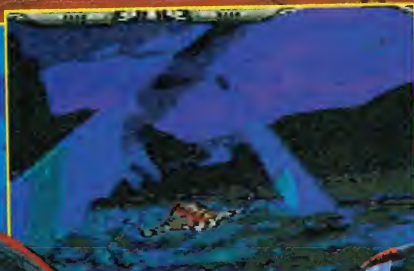
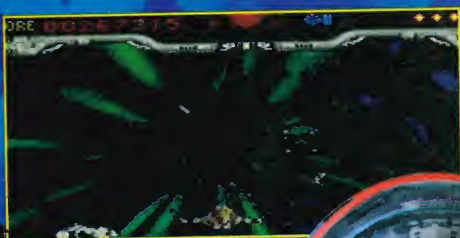
The end guardian is suspended in mid-air a long way up the tunnel walls. It is a squid-like animal, with a large shell for its body to retreat back into, not that this animal has any notion of retreating. It faces you and lashes out to try and knock you into oblivion. Kill it swiftly to move onto the next stage. Aim for its tentacled head or spiralling shell. Try and guess where it will lash out in order to take evasive action.



## END GUARDIAN

This time it's not a massive ranting beast or an armoured mother ship.

Instead you're faced by just a simple fan. However, it drains your energy if you are slow to blow it up, by sucking you in and then throwing you back out again. Use the Super Gun, if possible, to blow it up before it starts using you as a ping pong ball!



## L3.3

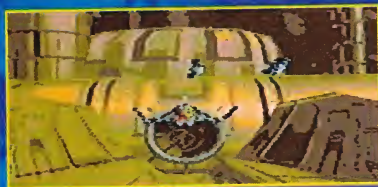
You now fly toward an opening in another vast tunnel system. This time, the tunnels are metal, like massive drainpipes. In actual fact, it looks like they were used for some kind of drainage of toxic waste. The main computer, Data Grid, has rendered the tunnel useless by putting a fan at the end of it which repels any substance approaching, so if waste was to be pumped down, it would eventually block the tunnel. You have to put



this right with brute force and skilful flying.

There are many hazards and danger points to overcome. Luckily the tunnels themselves are not as tight as they first seem and you have a lot of space to play with. Data Grid knows you're down there and tries to seal off the tunnels where it can. Doors come down from the tunnel ceiling and up from the tunnel floor.

Estimate the point where the doors meet and position the Scavenger there. It should just squeeze through the gap. There will also be leftover pools of green waste, which is deadly to the touch. There are a substantial number of fans in the tunnel. Some are stationary and some turn slowly. The object is to fly through them without grazing any part of the fan. You must always predict the desired position well before you arrive, this makes life a heck of a lot easier and safer!



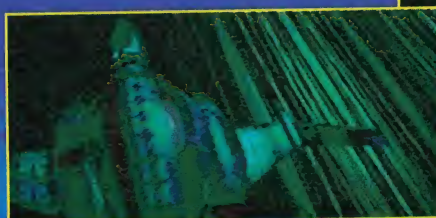
## L3.4

It's now time to do some more low-level night flying; not over barren wastes this time, but through a field of sky scraping metal spikes,

each at a different angle. You have to really feel which way the screen is going to scroll, and predict which part of the spikes will block your path to safety to successfully negotiate this section.

Luckily, the fighters are few and far between here, but must slide through some very small gaps to progress. The screen pans from left to right and gives you a small clue as to which way you should turn. Soon the spikes run out and just as you breath a deep sigh of relief, a whole army of fighters scream from the skies to prey on your lone Scavenger.

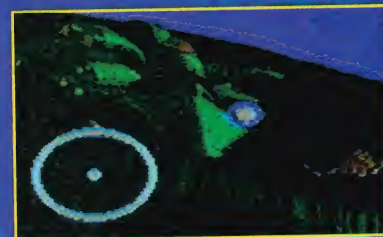
By now, you should be fully aware of all the different enemy fighter



formations and their style of battle. After this brief but frantic skirmish, you must face another fiendishly tight gully, this time with those steel spikes jutting out from the sides at weird and dangerous angles. Stay with the general tactic of maintaining a course down the centre of the trench, as this gives you the most flexible range of movement over the entire screen.

## END OF WORLD GUARDIAN

You will have to destroy a large mother ship by rapidly firing into its hull. Mercy is for wimps at this stage, or so some people tell us! It's vital to just keep firing, in order to defeat the creature before it's too late and the urgent message starts to flash.



## LEVEL 4 CITY WORLD

### L4.0

You now team up with two other Scavenger spacecraft for the final battle with the renegade computer. Fly through the void, with purple hues from distant gas clouds becoming a canvas for the stars. Your two colleagues are in reality just for decoration and are shown in the animation sequences between stages. During the actual gameplay they seem to linger behind you doing nothing to help the cause — cowardly good-for-nothings!

The action breaks up from its usual routine here. There is an asteroid belt between you and your newly







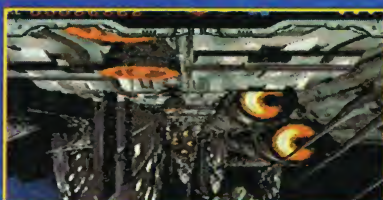
This closes up as you approach, with four triangular lids converging over the tunnel entrance. The only way to make it through this tunnel is to fly in the absolute middle of the screen, at the point where the lids converge.

## L4.1

This is it. By far the toughest part of the entire game! Your ship turns to face a tremendous set of steel doors which open as you approach. The first

objects leap at you as you soar into the heart of this complex. The first obstacles are a series of laser beams, which could easily catch you out if you're not careful.

This section is over very fast and

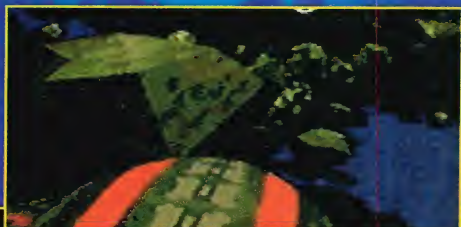


assigned space targets. Find a route through the hurtling chunks of space rock to succeed. They hurl themselves towards you and when they pass by their true size is revealed as they take up nearly the whole screen!

Slowly, as you weave around the last of the big asteroids, a cluster of spacecraft are spotted, awaiting your arrival. They are unlike anything you have seen so far, resembling weather satellites in some ways, but with the power to knock you out of the sky. To overcome them always aim at their mid-sections.

With the skills you've acquired by this stage you'll rapidly clear up these stationary craft and can then move on to the gigantic mother ships they were protecting. Fly under the mother ships taking out any obstacles in your way. It's best not to make elaborate manoeuvres, so stay central and follow the movement of the mother ship.

It will guide you if you're tuned into the movement of the environment. You will soon have to go into the innards of the mother ship via a tunnel. Basically, don't linger on the outskirts of the screen, or the tunnel entrance catches you and sends your ship spinning to oblivion. Once through you emerge into a hanger and dive into another tunnel.



the precise sequence of moves to negotiate it are — down, up, central, down, central, down. As you fly into the Grid's core a lone fighter pesters you with laser fire. Try to avoid his advances in order to save your energy.

Make an abrupt turn to the right to avoid a wall and then back to the left to avoid another wall. From now on

try and follow the movement of the environment. There are towering skyscrapers to fly around and bridges to duck. Watch out for the big X-shaped blockades and fly through the gap above or below

them to avoid them.

There are similar looking blockades to overcome, all of which have a hole in the middle, but that is the only way through. Don't be fooled into thinking you can go over the top of



these obstacles, unless you plan to commit suicide!

## END GUARDIAN

The enemy base stares back at you defiantly with its cold, bleak walls. Blast it to smithereens with the Super Gun to stop the computer's terrible reign on this complicated planet.

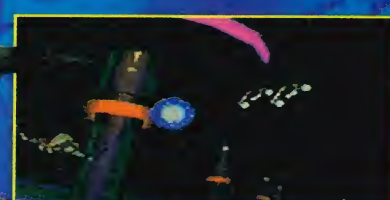
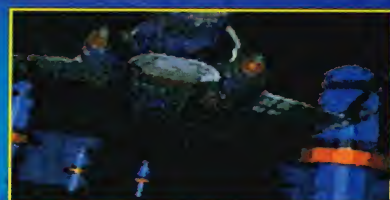
## L4.2

Time for some more pillar dodging as you skim the air inches above the ground. The pillars are tall rods with purple rings at their tops. You may get tricked visually as more often than not the pillars pan to the right and then at the last minute swing to the left. If you're suckered into the left corner, then you will perish. There is strong enemy fighter resistance, that may be too much of a distraction if you have anything less than eyes in the back of your head, but if you survive

the pillar dodging then you will be ready to take on the end guardian.

## END GUARDIAN

You eventually catch up with a big, yellow spaceship. It fires at you if you leave it alone, but it's not the quickest craft in the Galaxy and you have a good few seconds in which to blow it to pieces without having to endure a real fight.





### L4.4

This is it, the last desperate run to reach the corrupt computer know as Data Grid. Objects to avoid include domes, pillars and, even at this late stage, a host of new enemy attack formations. During most of these attacks you can usually fend the enemy fighters off and dodge their fire without too much bother, but, here at the end, be extra vigilant, because the enemy ships are a degree or two more accurate in the placement of their own shots.

### DATA GRID

As you drift carefully through a darkened hanger, with shafts of misty light beamed at angles from the grated cold floor, a humanoid figure strides stealthily through the dimness. It's a large black

robot with fierce red eyes. Start blasting the moment he appears, as it's vital to get in as many early shots as possible.

Without a Super Gun you would do well to press twice as hard and fast on the B button. The robot soon crumbles to his mighty knees, but you've not defeated the renegade computer that easily!

The head of the robot, that houses the program Data Grid, has disengaged from the disinte-

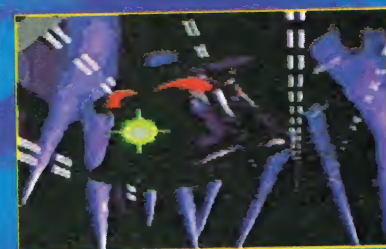
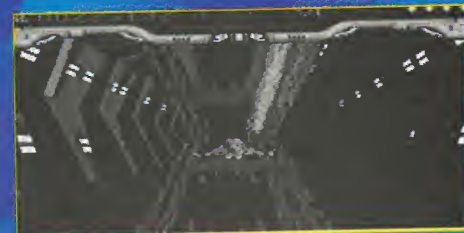
grated body and is planning a fresh assault. It hovers close to your Scavenger, blowing threatening, red blasts from its evil mouth. These are accurate shots, so move around quickly to avoid them.

Take a hit and the Grid traps you in a tractor beam,



pulling you into its mouth, to be swallowed and crushed. If you manage to destroy the head, (which shouldn't take too long) watch it flail around in half twisting circles, trying to shake of its impending death, until it cracks and explodes as the program fails and circuits blow.

With its destruction the threat to civilisation evaporates and once again you're the saviour of an entire race. The final sequence shows the three Scavenger craft (you'd forgotten about those other two hadn't you!) thrusting out of the hanger as the entire place blows apart in a deadly chain



### L4.3

This level looks very similar level 3.3 and plays in exactly the same way. Basically the action consists of flying through tunnels avoiding objects and squeezing through diabolically small gaps. Better hold your breath and hope for the best!

### END GUARDIAN

Once again this is the same as 3.3, with that dastardly fan making another unwelcome appearance. As before it prevents your progress by bouncing you back and forth along the tunnel. Blow it up quickly or face being battered to death. Whatever you do, don't relax now, as you are very close to ending the game and saving the human race.



### LEVEL SELECT

If you're still having trouble with this hectic shoot-'em-up, don't skulk away into a dark corner, because SEGA XS brings you the cheat that will put a smile back on your face!

Wait until the options screen appears, with the swirling blue whirlpool in the background, and, while pressing **Right** on the direction pad, press **A, A, B, C, A** and you will be invited to fill in the correct number sequence on a grid. Enter **7412** first of all. Then, for the last two digits, enter first the level number you wish to go to and then the stage number. Now you can zap into any part of the game!

### SUMMARY

**GAME NAME:** Novastorm  
**TIME TO COMPLETE:** 4 days  
**HIGHEST SCORE:** N/A  
**NUMBER OF LEVELS:** 4  
**CHALLENGE RATING:** Fairly easy

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The first level is a small taster of things to come. In certain situations you will have to change from Asterix into Obelix, in order to move a large rock or to squeeze through a tight gap. Look out for Romans while you run through the levels and give them a quick punch on the nose!

As you progress along this underwater level, keep jumping up to get to the bubbles, so you can grab a fresh breath and then watch out for the poisonous jellyfish.

Take the tunnel down to the bottom of the level and move to the left to pick up extra energy and an invincibility power-up, before continuing on your travels to the right.

Take a leap and a bound to clear the fire-filled gap in order to land safely on the platform in the centre. Repeat the jump to clear the flames completely.

## Level 1-2

Punch these blocks away to break through to the corridor beyond. Take large and careful jumps over the enemy, with their sharp rounded blades and keep an eye out for the stray Centurians.

Press up as you step into the tunnel to ride to the highest point. Now jump over the final gap and walk into the end potion bottle to move on.

## Level 1-3

You can go up and down in this tunnel by pressing up while standing in the correct place, near to the left of the tunnel mouth.

Walk through the hidden gap in the wall to get to the coin bonuses and extra energy on the other side of the secret entrance.

The year is 50 BC and Gaul, a small village somewhere in the French quarter, is almost entirely occupied by the evil Roman Empire. Only one band of men can possibly resist the power of the boys from Rome, and that gang is led by the one and only Asterix. He can sort those nasty Italians out, with the help of the rag tag band of well hard games-players here at SEGA XS of course! The route ahead will be hard and tough, through 30 levels and six awesome guardians, but with the help of SEGA XS, Asterix will be able to strike a blow for the oppressed masses.

# MASTER GAME SYSTEM GEAR

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# ASTERIX



Gather up the coin bonuses before jumping back over to the left hand ledge and continuing along the top floor of the level.

Change into Obelix at this point to push the large column over to the right so you can leap up to the plinth above. Morph back into Asterix to glide through the gap and finish the level.

## Level 1-1

Scramble up to this plinth and continue down in a zig zag fashion, dodging the sea-horses and grabbing a quick breath before running to the end of the level.

Change into Obelix to push this stone to the right so Asterix can reach the highest podium and jump on the switch to open the door below.

## Level 1-4

Walk through the false entrance and drop down to collect the Power-ups. You can get back up by creating a cloud to step on with one of the special potions.

Watch the pattern of the groups of flames as they rise in order to dodge through them when they are at their lowest point.

## Level 1-5

### Guardian



Fire chestnuts at the goblin in order to knock him out. Dodge his fire and get nuts from the squirrel to the right.



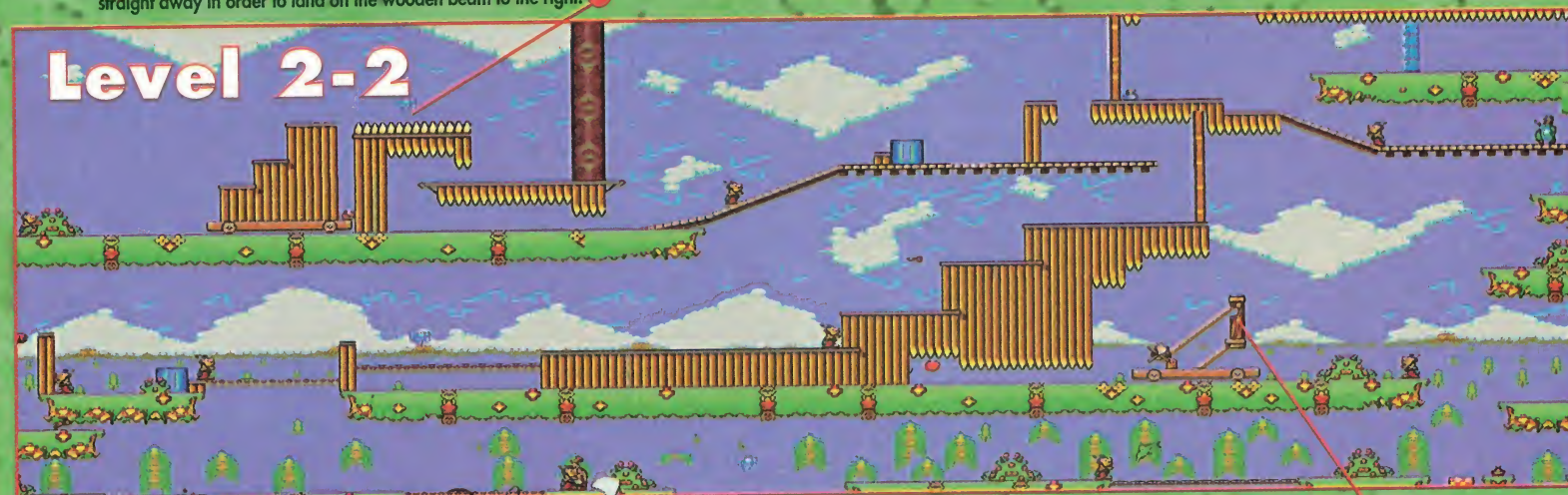
Watch out for stray killer rabbits as you plod along these sections, in order to get to the floating platform over the wooden spikes.

This second level contains a lot more Romans than the previous one. Use your Power-ups carefully and don't waste the floating potion in the wrong places. Knock out the enemy with punches and missiles early so you can have the maximum amount of time to make the large jumps and solve the small key problems to unlock some of the later levels.

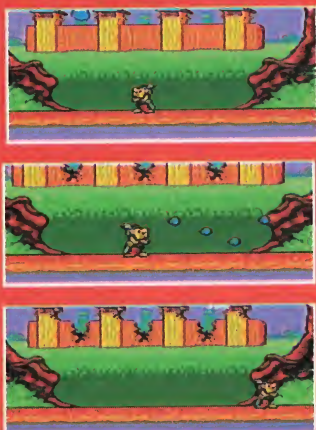


This cloud will vanish just after you step on it so leap from it straight away in order to land on the wooden beam to the right.

Leap onto this catapult and be sent over to the small end platform on the right to find the level potion.



## Guardian



The stronghold will throw out large rocks in your direction so dodge the big ones and punch back the others in order to crush the castle and finish the level.

This large catapult will guide you towards the end, as in the previous section, but make sure you press Up and Right or you may fall short of the target.



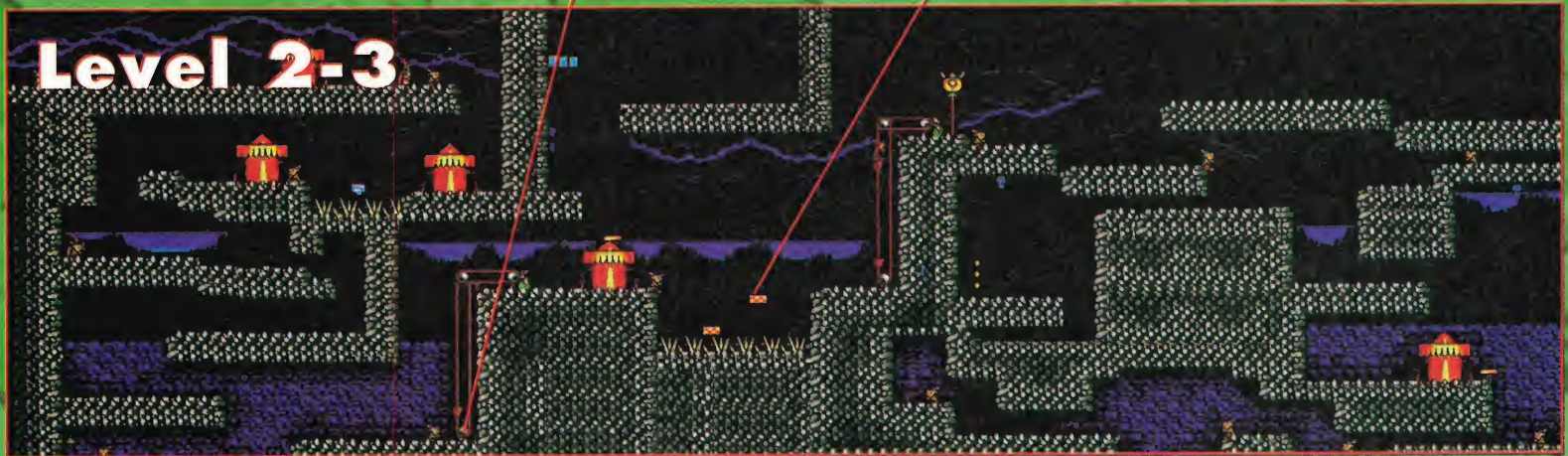
As Asterix, crawl through these gaps and make your way to the potion at the end of the passage to complete the level.



Use the rope and pulley to get up the steep cliff face and punch the Roman at the top before he has a chance to attack you.

These steps fall away as you put weight on them, so skip between them with a spring in your stride before they throw you to the spikes below.

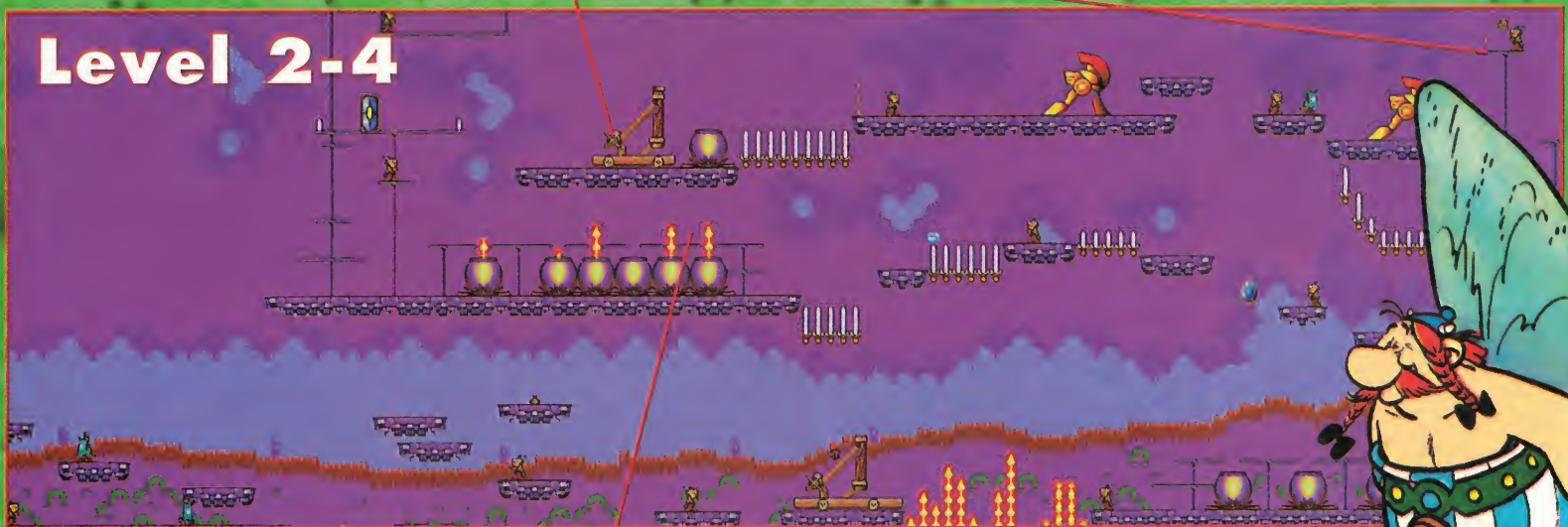
## Level 2-3



Take the catapult ride again at this point to make it over to the platform on the other side of the broad swords.

Make your way along to the top right corner of the map to locate the end potion. Take care to punch out the Roman standing guard on the floor below.

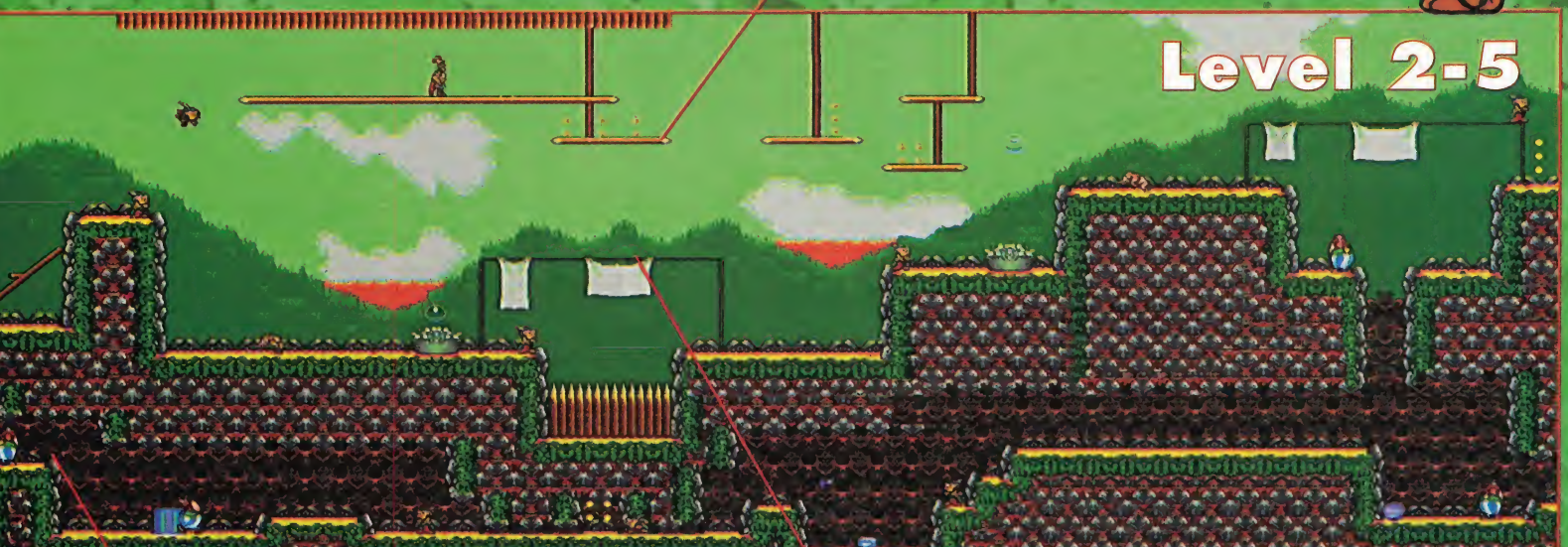
## Level 2-4



Take your time along this section to get past the flames and make it up to the higher plinths, before advancing with extreme caution.

Coins and Power-ups can be found on these high planks but be careful to jump correctly, wooden spikes wait below to kill you if you slip up.

## Level 2-5



As Obelix, push the column to the left to use it as a stepping stone up to the next platform.

Walk along the washing line to avoid the wooden spikes and then cast a spell to get a cloud to reach the high steps on the hill.





## Level 3-1

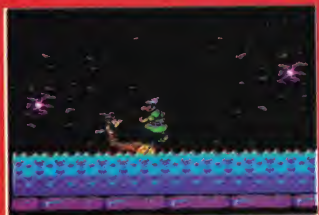


Grab all the potions and power-ups from the branches of the main tree before heading for the top left of the map to grab the final potion.

Here we are in the Forest Section, where flowers, trees and vines make up the platforms, while the number of Romans in the area doubles again. Split-second timing is required in order to make some of the jumps and you must also be quick to select your power-up when faced by the advancing enemy. Change into Obelix to break blocks at speed and to move any of the other large objects.

Use this flower head as your first stepping stone over to the cliff ledges on the left. Jump on the clouds with extreme speed and use them to clamber to the next plinth.

## LOGMAN



To defeat this Centurion on a log, all you have to do is pump your joystick frantically, until you turn the tide and start pushing the Roman back. Press the two buttons alternately while pushing Left and Right on the D-pad.

## Level 3-3

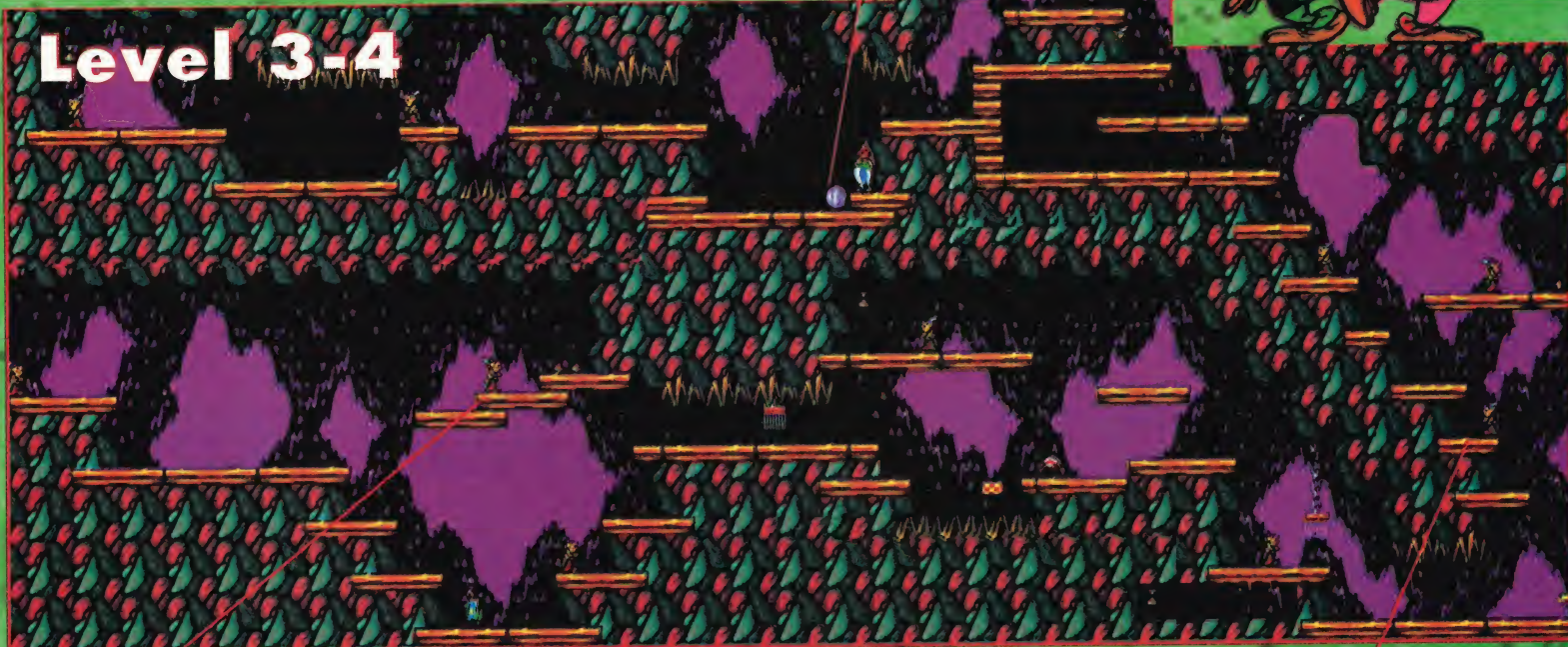


Morph into Obelix at this large column and push it into the water. This will then allow you to use it as a stepping stone to the next section of land.

As Obelix, roll this ball to the left so the higher platform can be reached.



## Level 3-4



Make your way to the Right from the start and leap up to these wooden floors. Here you will find some Power-up potion for use further into the game.

Go right to the top of the map via these wooden stairs, making sure you stop on each step and push left to find any hidden bonuses in the rock face.





It's easier to leap over the man-eating plant near the end potions than to attempt to punch it out. Jump over it when it's jaws are closed to succeed in your mission.

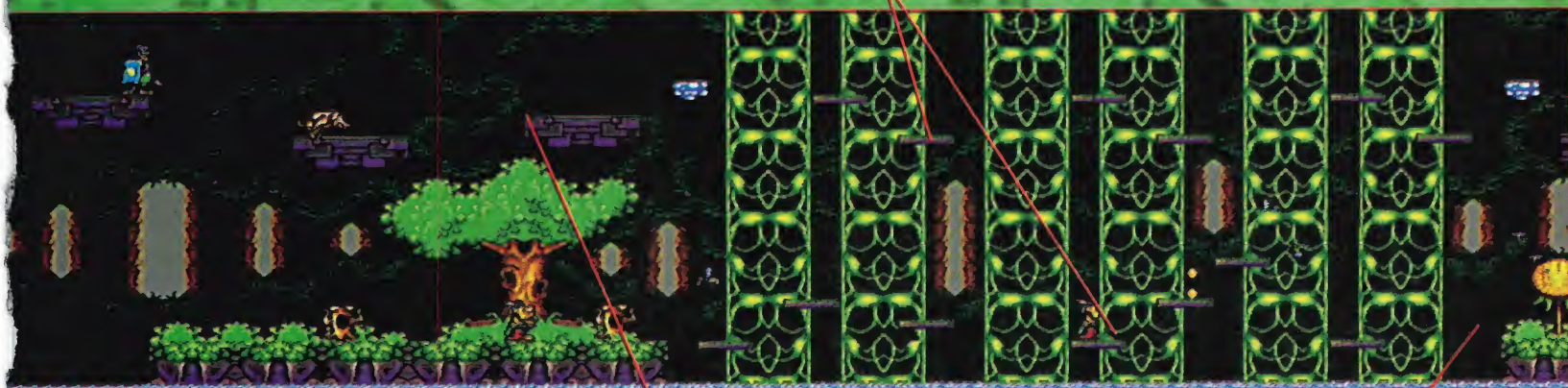
### Level 3-2



Once you get to this point, along the bottom of the zone, turn back on yourself, taking the higher platforms until you reach the top left corner of the map and safety, for a while!

When jumping between the green leaf platforms, remember the smaller leaves fall away when you step on them so move very quickly to stay on the right track.

Travel to the Right along these lower slabs and come back to the Left on the higher ones. It's the only way to go!



Stop here and throw projectiles to the left, thus stunning the wild boar. Then repeat the process by lobbing stones at the Roman on the next block.

Balance on the rock to the right of this flower and launch yourself up to the higher platforms.

### Level 3-5



Cast a cloud power-up at this wall so that you can jump on it and continue. Proceed along this section with extreme care, the area is crawling with Romans and other energy sapping characters.

Activate your shield power-up here to walk through the ghost Roman without being killed instantly. Collect the bonuses and then return to the top platforms and go left to find the gap into the bottom section.



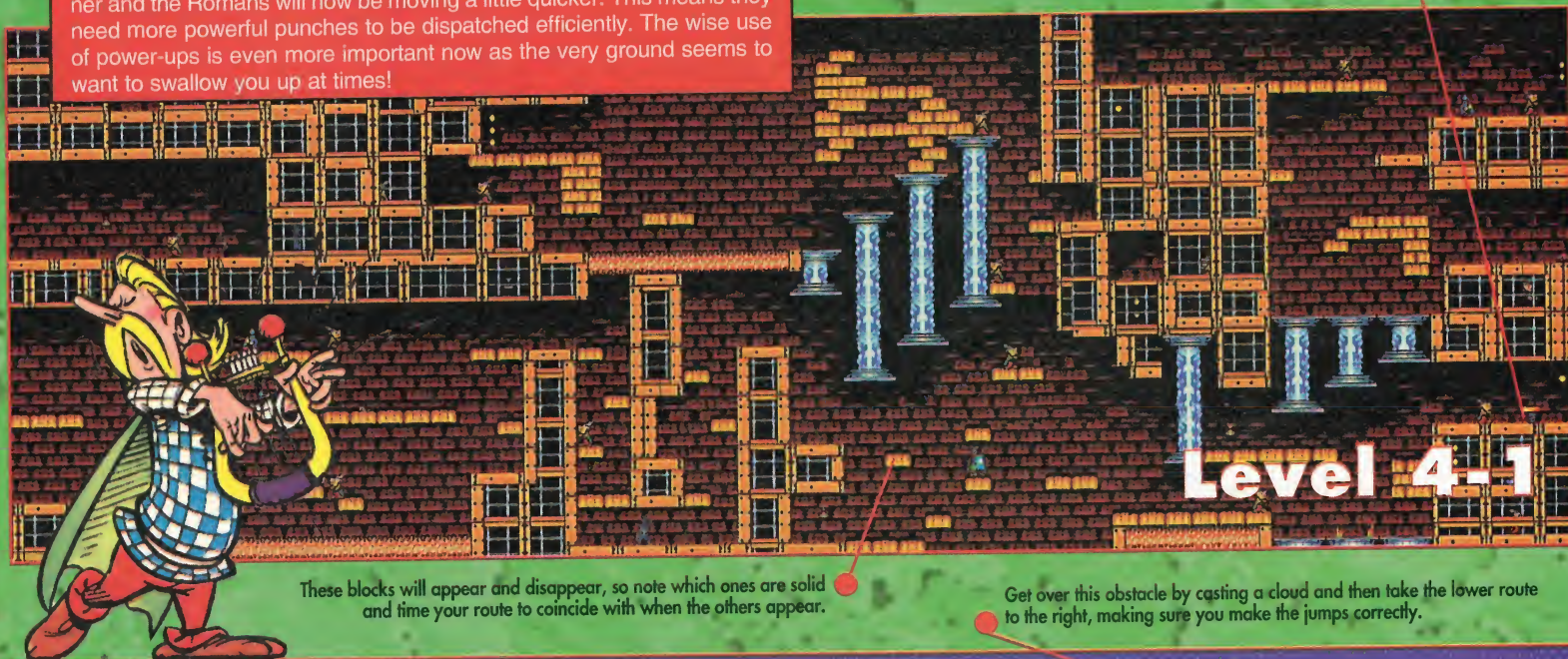
Skip along these small platforms in order to reach the next block of land. Jump between them carefully because instant death awaits below if you slip up.

The end potion can be found in the top right of the map. Before finishing the level, travel to the left, along the high platforms, to claim some extra goodies, which will come in handy later.



Asterix must now face all manner of obstacles. Blocks will disappear before your very eyes; fire and lava will try to consume you at every corner and the Romans will now be moving a little quicker. This means they need more powerful punches to be dispatched efficiently. The wise use of power-ups is even more important now as the very ground seems to want to swallow you up at times!

Use this spring to get up into the top section of the map. Once you are there, note which blocks are disappearing and plan your route with this very much in mind.

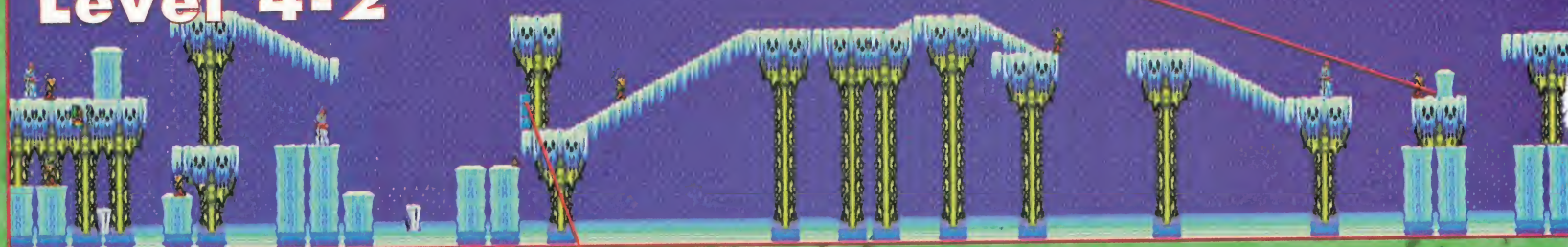


## Level 4-1

These blocks will appear and disappear, so note which ones are solid and time your route to coincide with when the others appear.

Get over this obstacle by casting a cloud and then take the lower route to the right, making sure you make the jumps correctly.

## Level 4-2



Blast away these blocks with your projectile power-up in order to carry on up the icy path. Take care of the Snowmen on the peaks with a power punch before swiftly moving on through the section.

Open this main door via the switch on the bottom floor and continue down the hill to find a gap into the final part of the level.

## Level 4-3



Shut down this switch to open the wooden door above. This will allow you to cast a cloud and re-join the main level.

This switch will need to be activated to open the main level door situated a few stories above. In order to get there though, you will have to go back around in a circle to the left.



Start off the level by heading into the hold of the ship to find the correct way around the maze and back up to the main deck.

These wires between the masts are filled with enemy Romans, birds and spear throwers. Proceed with extreme caution, throwing projectiles at the Romans and punching the birds.

## Level 4-4

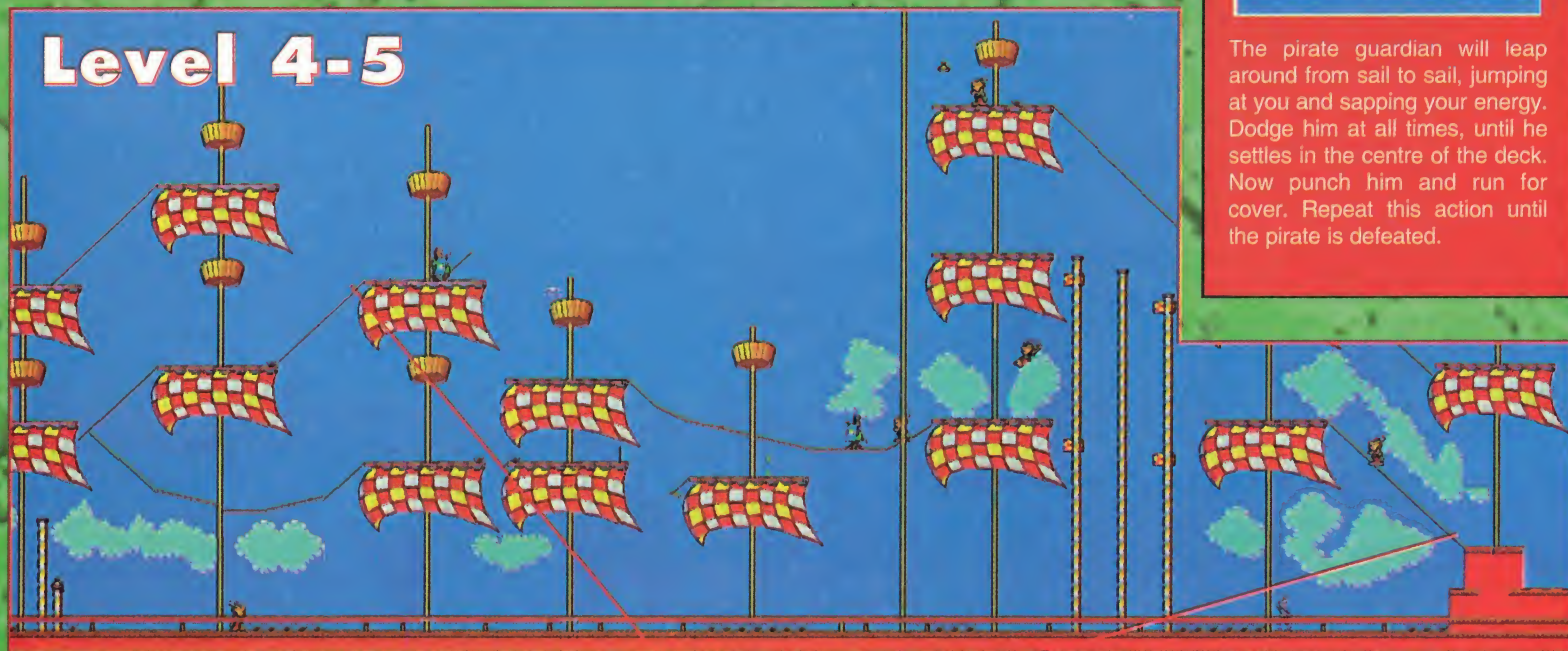


These keys will open up other parts of the level to you as you walk through the hold. On your way around the ship, take every opportunity to gather up the many power-ups on offer.



Rejoin the higher platforms for a trouble free run to the end of the level. Your only worry will be making the larger jumps correctly. Either do this by running up and leaping or by standing on the very edge before attempting your jump.

## Level 4-5



The higher you get, the harder the Romans will be to defeat. This one will take several punches to dispatch, while the two Romans near the end portion will be even harder to get past.

From the starting point in the extreme left of the main ship, walk right until this point. Now clamber up the wire and go back over to the left, climbing on the masts, sails and crumbling platforms.

## THE PIRATE



The pirate guardian will leap around from sail to sail, jumping at you and sapping your energy. Dodge him at all times, until he settles in the centre of the deck. Now punch him and run for cover. Repeat this action until the pirate is defeated.



As you can imagine, the final levels are going to be the hardest. It's all too easy to lose your way around the massive mazes that make up the levels or fall to your death by missing the larger jumps.

Run with the tide to gain more speed to make the jump over to the next main platform. As soon as you get onto a viaduct, find out which way the water is flowing and guide against it.

Slide down the waterway and use your jump button only when you get to the very end of the flow. This will ensure you clear the gap and make it to the other side.

### Level 5-1

The end potion is here, just above the start, but you will have to go right along the table and then back along the higher platforms to get here. Look out for the keys that will unlock certain sections of the level for you.

It is safe to stand on the table and on most of the food, but avoid the ribs or they will sap up your vital energy.

### Level 5-2

Time your run past these spiders by watching their movements up and down, and running past them when they are at their highest point.

Get up to this section by using a floating potion and guiding Asterix up to the top. Then crawl under the gap and leap over the sharp spikes.

### Level 5-3

## THE BIG TED

To defeat the final guardian, you must first avoid his advances. Do this by jumping over him in the centre of the screen when he runs across. To defeat him you must wait until his head appears in one of the three doorways. When it does appear, punch him once and return to the centre of the screen to jump over him. Repeat this movement several times until the bear is tired. Now he will slow up so you can punch him into submission in the middle of the screen.



WELL DONE. YOUR QUEST IS OVER AND PEACE HAS BEEN RESTORED TO THE GAULS' TINY VILLAGE.



Use your jump button a tad sooner on this water slide in order to leap the gap and land on the bridge.

This block will swing from side to side so time your jump onto it and alite at the other side.

### Level 5-4



Climb over the top of the tent to dodge the patrolling Centurian before going right to punch the next enemy away.

### Level 5-5



Change into Obelix and press the jump button while pressing Up. This will allow Obelix to leap on the spot and come down to break the block which guards the way through the level.

This is a darkened passage way into the next section of the map. Simply walk into the black void and appear at the other side.



00C19605 ENERGY

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### SUMMARY

**GAME NAME:** ASTERIX  
**TIME TO COMPLETE:** 4 days  
**HIGHEST SCORE:** 119550  
**NUMBER OF LEVELS:** 30  
**CHALLENGE RATING:** Fairly easy



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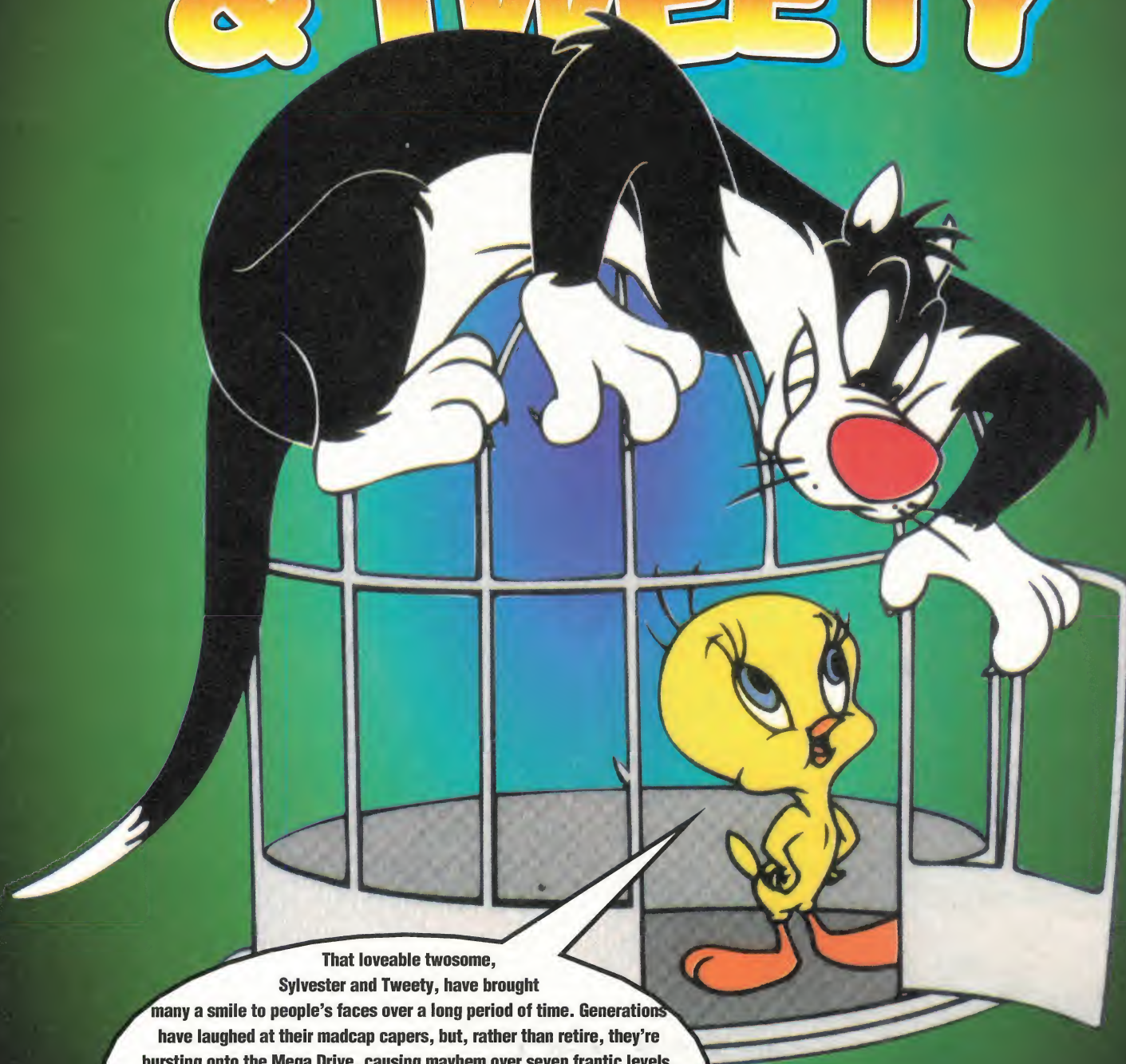
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# SYLVESTER & TWEETY



That loveable twosome, Sylvester and Tweety, have brought many a smile to people's faces over a long period of time. Generations have laughed at their madcap capers, but, rather than retire, they're bursting onto the Mega Drive, causing mayhem over seven frantic levels.

Will Sylvester get his bird? Will Tweety have the last laugh?

Only you can determine the outcome to this crazy adventure!

Anyway, has nobody told Sylvester it would be easier to get a snack at the local pet shop? Oh well it looks like the SEGA XS team will have to guide him to his supper!



Level 2 is set in the backyard of Granny's house. Out here you have to avoid Spike, who will continually try and bash you, unless you find his bone for him! Also, don't hang around on the electricity pylon wires, or you will be in for a bit of a severe shock!

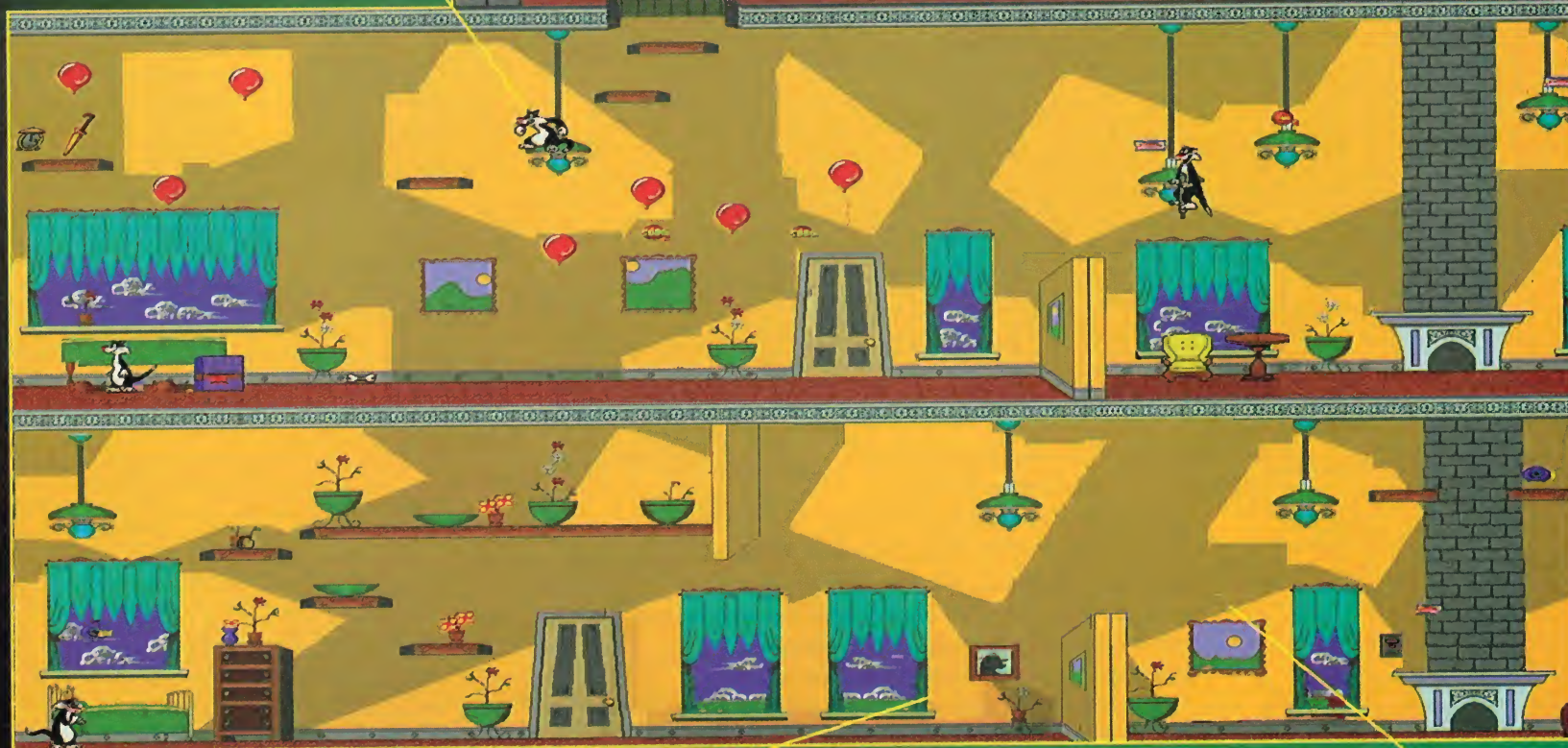


Always watch out for Spike. The only way to distract him is by finding the bone and throwing it for him to chase.

When Sylvester is either on top of the fence or the clothes line, keep moving otherwise he will lose his balance and fall to the ground.

### Level 1

To be able to gain entrance to the loft the boxes must be stacked on top of each other. Then leap onto one of the balloons, before jumping onto the lamp shade. Be as quick as possible here, otherwise Sylvester will fall to the floor. When you make it to the light shade press your jump button to reach the ledges.



Look for the armchair, and place it as near to the wall as possible before jumping on to it. You should now be able to clear the wall with ease.

When you clear the wall there is an icon of a pogo stick just above the picture. Pick this up so you can use it later in the level, once you have gone upstairs.



## Level 2

To reach Tweety at the end of the first level you must stack the crates on top of each other to be able to make it to the ledge above him on the left hand side.

At the end of level 2, Tweety sits on his bird box. To reach him push all the crates and barrels off their ledges onto the ground. Now, avoid Spike and push and carry the objects to the bottom of Tweety's bird box.

This first level is set out in Granny's house. Chase Tweety through the lounge into the bedrooms and finally the attic, where you must overcome a very bashful Granny and a very bruising Spike! When you're leaping from ledge to ledge try not to break anything and always pick up any icons, including the pogo stick.

To be able to get up the stairs, it's best to stop just at the bottom then press up and right at the same time so Sylvester runs up them. If you try to jump on to one of the steps you will just end up passing them.



On this ledge do not hang around or stand still too long as Sylvester will tumble to the ground in a heap!

Before proceeding to the third carriage go to the shelf above the double doors, there you will find a Pogo stick, to help you reach the third carriage. There is also a clock that can be picked up.

## Level 3



When you've found the Pogo stick jump up onto the spring and then the roof. Remember to keep walking on the carriage roof or you'll be dragged off the train.

Watch out for Granny and her broom, try to avoid her at all costs. A few good strikes from her and you've lost a life.



If Sylvester gets too close to any open windows he will be sucked out and thrown to the top of the train. Luckily this does not damage his energy levels.

The third level is one of the better ones. You have to think a little, but it is fairly straightforward. There are several times you come across Granny and Spike, use the bone when you find it to distract Spike. As for Granny, well just try to avoid her at all times! On this level remember to keep moving and look thoroughly in all areas of the carriages for extra bonuses.



Come down to the bottom of the carriage to pick up the icons on the shelf. Use the barrel to leap back up.

After chasing Tweety he finally stops at the top right hand corner. Let the kangaroo kick you up the butt so you can achieve enough height to reach the ledges, you can also balance on the top of the closed double doors.



Use the windows to jump onto the next ledge. The double windows can be stood on in the middle ledge to make things easier.

When you reach the top of the building look out for a Super Cat Suit, that can be picked up. This will make Sylvester invincible for a limited period of time. He will flash while he is invincible.

## Level 4

The fourth level will see the introduction of Ginger Tom, who, like Spike, will constantly be a hindrance in your quest for a Tweety snack. To distract him look for the fish lying around the screen. Use these wisely to rid yourself of him. If you can no longer find any fish, don't be afraid of picking up the mallet and giving him a good beating!

Like level two, you can balance on the fence, but don't hang around for too long or you will fall causing Sylvester to lose a large quantity of his energy.

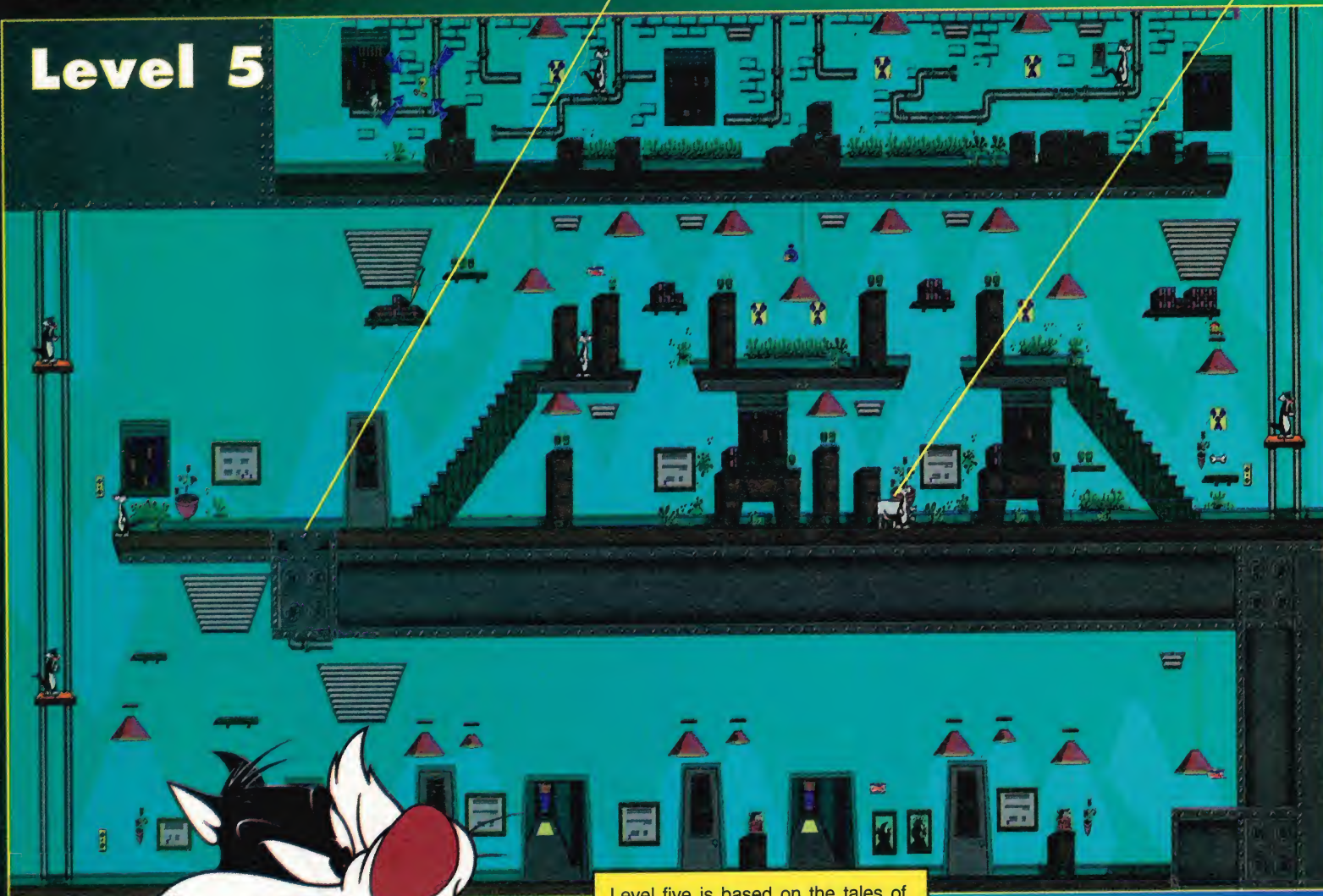
If you see Ginger Tom on the war path, dive into the bin. Mean old Ginger then walks past without noticing you're there.



Use the funnel to zoom between floors one and two without the threat of being attacked by one of the mechanised dogs. To go down a floor stand on top of the tube and press down.

Try to avoid the mechanised dogs that patrol the corridors. These are not as easy to get rid of as Spike but it can be done if you find the odd bone lying around.

## Level 5



Level five is based on the tales of Jekyll and Hyde, but this time it's Tweety who's become the animal with two characters. All you have to do here is keep your eye on Tweety. When he changes try to grab hold of one of the many antidotes, that are flashing around the level, and use it as soon as he comes near you.





Level six is without doubt the hardest level in the game. Again Tweety has a split personality. Try to keep away from him if you have no antidotes, as he will suck Sylvester into his mouth and spit him out, causing you to lose a life instantly. There are also lots of electric sparks flying around, so be careful not to leap from the moving belts to hastily or you may regret it!

## Level 6

From this point you can enter the chamber, where it is possible for Sylvester to rematerialise further down the level, and it does not drain any of your energy



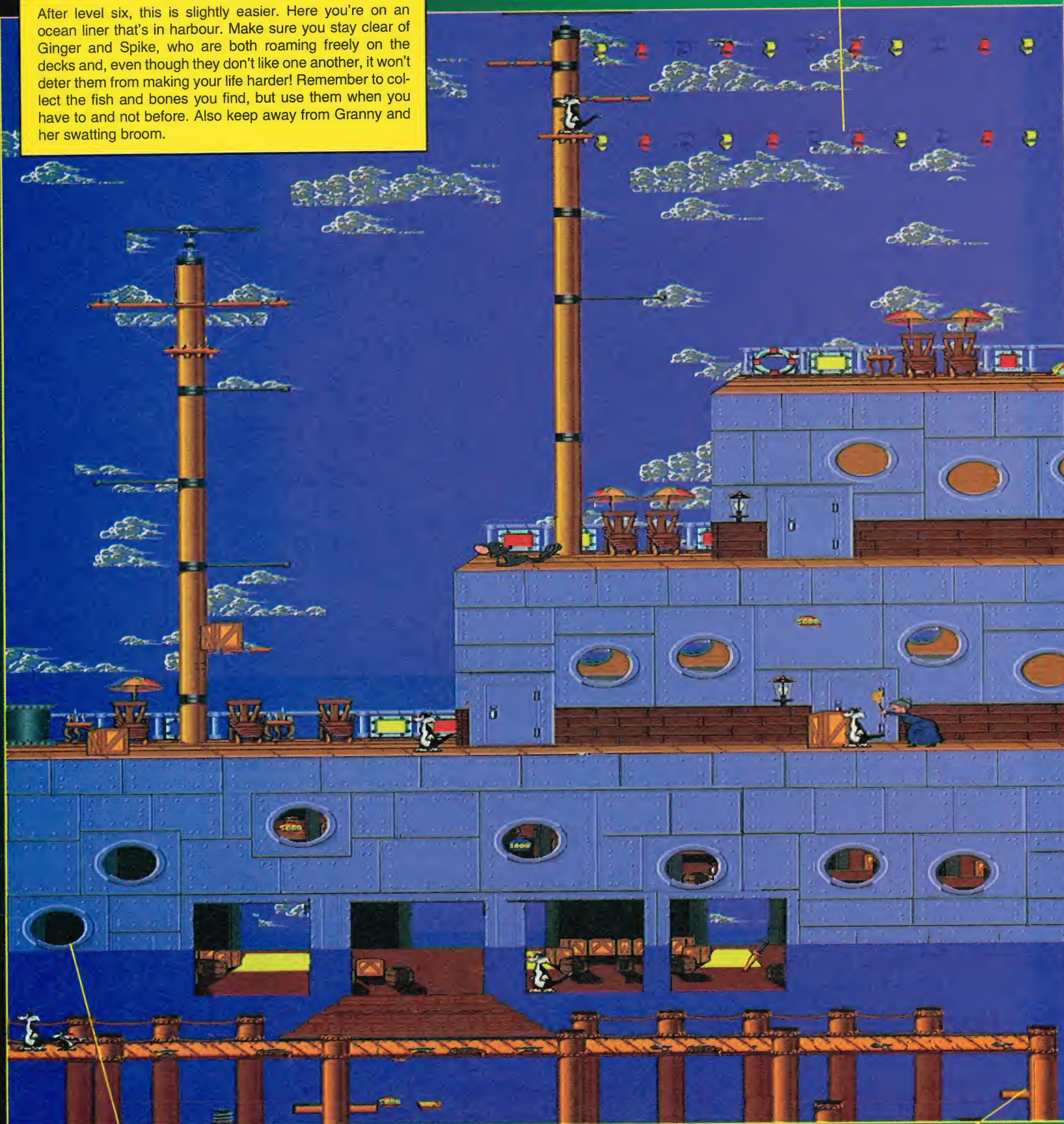
Collect the clocks you find round the level to take your time back to zero, the quicker you complete the level the bigger the bonus at the end.

When going for the bonus points above the burners, make sure you jump high enough to avoid the flames. If not it will zap your energy fast.



After level six, this is slightly easier. Here you're on an ocean liner that's in harbour. Make sure you stay clear of Ginger and Spike, who are both roaming freely on the decks and, even though they don't like one another, it won't deter them from making your life harder! Remember to collect the fish and bones you find, but use them when you have to and not before. Also keep away from Granny and her swatting broom.

Walking the tight rope is fairly straightforward, but avoid the electric current, flowing down the line, or you could find Sylvester's fried.



When jumping on to the port holes to gain entrance to the next deck level, move quickly and swiftly. You can only balance on these for a short period of time, before falling to the gangway.

Fall off the end of the gangway and move to the left to find a small ledge, by standing on this and jumping between ledges you can pick up valuable bonuses.



## COMIC CAPERS!



Sylvester and Tweety are a couple of crazy critters and here are the pictures to prove it. The game's packed with comedy moments like this, which add to the excitement. Although these guys are nuts, we love them both for it!

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FF95640000 Energy

Cartridge supplied by:  
**TIME WARNER,**  
Tel: (0604) 602 800

**SUMMARY**

**GAME NAME:** Sylvester and Tweety  
**TIME TO COMPLETE:** 4 days  
**HIGHEST SCORE:** 1,375,000  
**NUMBER OF LEVELS:** 7  
**CHALLENGE RATING:** Medium

**Level 7**



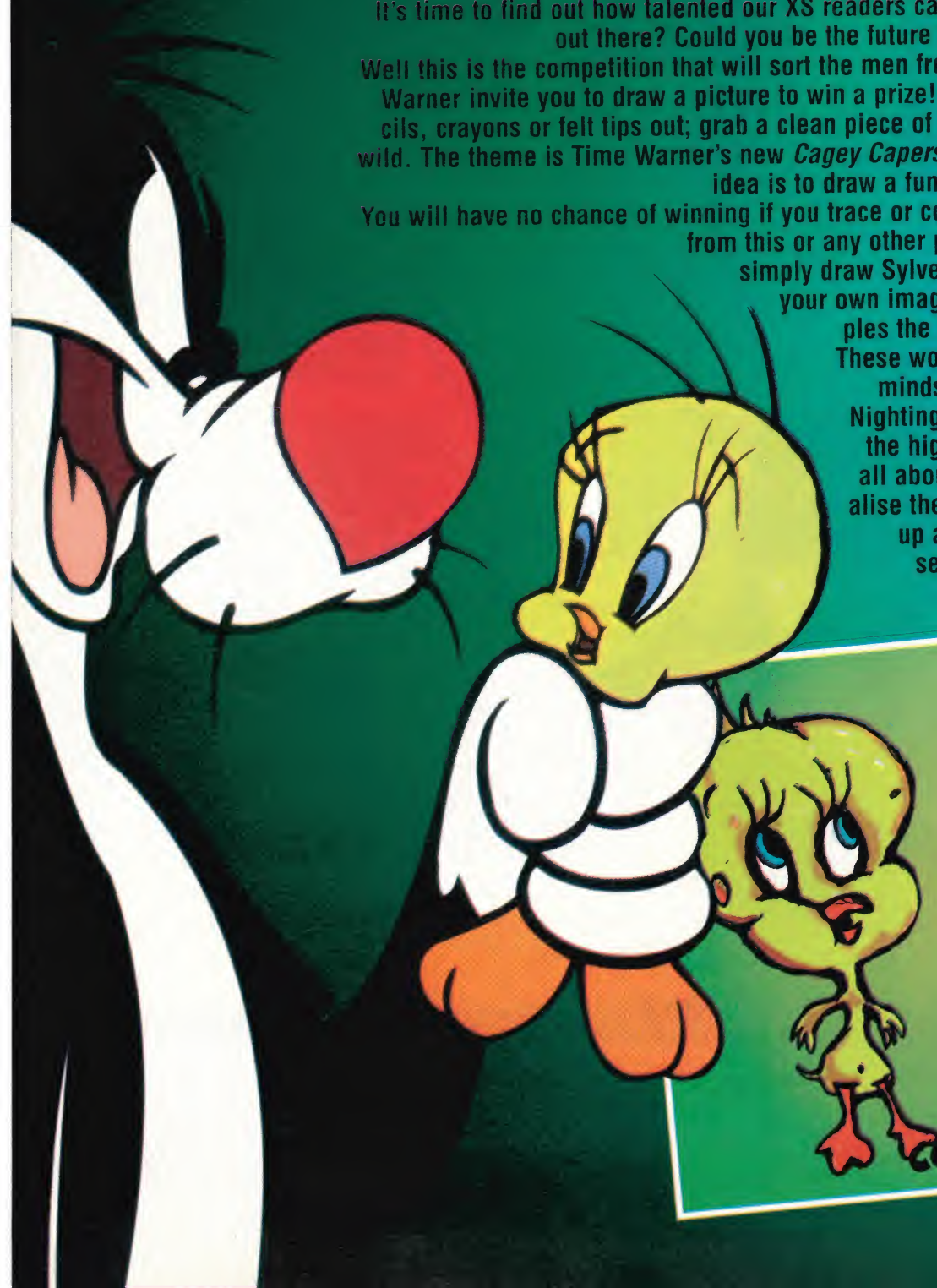
# SYLVESTER

## WIN, LOSE OR DRAW!

It's time to find out how talented our XS readers can be! Are there any budding artists out there? Could you be the future Colin Nightingale (God help you!)? Well this is the competition that will sort the men from the boys, as SEGA XS and Time Warner invite you to draw a picture to win a prize! All you have to do is get your pencils, crayons or felt tips out; grab a clean piece of paper and let your imagination run wild. The theme is Time Warner's new *Cagey Capers* game for the Mega Drive, and the idea is to draw a funny picture of Sylvester and Tweety.

You will have no chance of winning if you trace or copy any *Sylvester & Tweety* artwork from this or any other publication. What you have to do is simply draw Sylvester and Tweety freehand and from your own imagination. Check out the three examples the XS Posse have drawn for you here.

These works of art came from the tormented minds of Messrs Armstrong, Forsyth and Nightingale. The more unusual the picture, the higher it'll be rated by the judges. It's all about imagination — How do you visualise the crazy cartoon characters? Conjure up an image, get it down on paper and send your entry to the usual address.





# & TWEETY

## The Prizes

- 1st Prize - One lucky winning artist will receive:
  - 1 copy of the *Sylvester & Tweety* game for the Mega Drive
  - 1 Sylvester & Tweety T-Shirt
  - 1 Keyring featuring Sylvester
  - 1 Limited Edition Watch featuring Sylvester & Tweety!

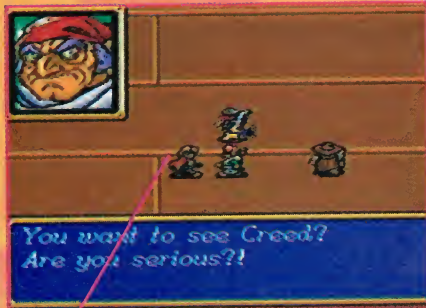
- There will then be 20 runners - Up prizes of:
- 1 Sylvester & Tweety T-Shirt.
  - 1 Keyring featuring Sylvester.

So, pick up your pencil and start to draw! Remember the judge's decision is final and we will only reward the most original art work. Send your entries into the following address, and may the best artist win!

Sylvester & Tweety Drawing Compo, SEGA XS, 124 Old Christchurch Rd, Bournemouth, Dorset, BH1 1NF.







This Dwarf soldier will be offered to you as a Force member in Creed's house.

## THE ROOT OF THE PROBLEM

You recall in the last installment of this epic adventure a village called Ribble, thought to be resting on some ancient ruins. Villagers believe the tree in the centre of the village is the key to reaching these crumbling ruins. You remember the wooden panel you collected, found in a chest in the ancient room where Passaran tried to access the tunnels, this is the key to finding the ruins.

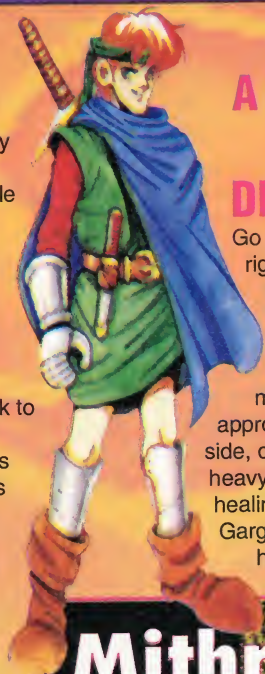
Stand directly in front of the tree and select the wooden panel under ITEMS and then USE it. A doorway opens in the ground and, if you go through it and down the steps, you discover a small room, with broken pillars smashed on the floor.

Go to the chest tucked away in the top-left corner and open it to receive



the fabled, and much sought after, Achilles sword! Now you're really on your way. This sword means you're able to take on Taros the Giant at a later date, but not right away. Instead, go to the port of Hassan. Remember how Rohde rudely showed no interest in you, and refused to even talk to you before. Well, that soon changes, as turning up at his house with the sword makes him all too eager to have a chat.

He acknowledges you as an adventurer and tempts your appetite for more adventure by telling you about a useful vehicle, held in the Taros shrine. The vehicle is called the Caravan, presumably not the two-birth type! Rohde tells you to go to the shrine. Take him with you, he's the only one capable of driving the machine.



## A CARAVAN WITH A DIFFERENCE.

Go to the shrine, to the right of Hassan, past the desert to the middle of a dense wooded area. Stand and face Taros and his henchmen. A good tactic is to approach Taros from either side, drawing away his heavy protection barrier of healing Mages and ominous Gargoyles. After fending off his minions, or most of

them anyway, face the big guy himself, whose feet are as big as an adult man!

When he attacks he has a wide range and, if all your characters are bunched very close to Taros, expect them to get zapped by his lighting bolt spell, which is, incidentally, deadly! Hopefully, you still have Sarah at hand, to heal your wounds, and a good few medical herbs and healing drops distributed amongst the ranks.

Make sure the character armed with the sword has a high tolerance to attacks, and stand directly in front of Taros, constantly attacking and replenishing energy with every blow taken. Make sure you are EQUIPT with the right sword, and not just car-

## Mithril Caves



Travel up dry riverbeds with the caravan. It looks more like a road accident than a caravan if you ask me!

If you help the sick dwarf recover he repays you with a cannon to blow up the North cave and gain access to North Parmecia. So bring the Lemsip pronto!

It's time to dish out the next meaty installment of the biggest and best roleplaying extravaganza this side of the known Universe. So, gather your Shining Force together, tool them up with big swords and axes, put on a pair of sturdy hiking boots, and switch your brain into battle mode!

Alternatively, cheat big time with our blow by blow account of the entire, massive adventure. If you didn't buy the last issue you'll just have to plough through the first part on your own, or ring the lovely Karen on 0202 299 900 to get a copy of issue #11 sent direct to your door!

MEGA  
DRIVE

SEGA • ROLE PLAYER

# SHINING FORCE 2



rying it.

When Taros is finally toppled, some dialogue and plot gives you the opportunity to hang up your sword for a couple of minutes. Rohde explains the mysterious machine. It looks peculiar and is hard to describe, looking vaguely like an internal organ still functioning outside of the body.

It has the ability to miniaturise anyone who enters it, thus has vast storage space for troops and equipment. Rohde climbs in, starts it up, and promptly whizzes off into the distance! Peter is a bit upset about this, thinking Rohde was not trustworthy, but soon you all discover he was only taking it for a test drive! He returns and rants about how great the ancients were to create this marvelous device.

At this point Rohde joins the force. Remember, from this point on, new members of the force may be stored in the caravan, which means, in their miniaturised state, they cannot be used in battle. At certain points in the game, you will be able to unload them from the caravan. Before leaving the Taros shrine, open the chest to receive the healing water.

## ELF IN DISTRESS

Leave the shrine and go North, to a gap in the mountains, where, with the aid of the new found machine, you can travel up the dry riverbed. Follow

the riverbed until you come to a junction, where you see a cave. In the Mithril mine are the dwarves, one of whom is ill.

To help the dwarves, look for a fairy. Head West to find a clearing in the woods. Oddler hears something. He has an acute awareness of sound because he's blind. It sounds like a cry for help, and Oddler wants you to follow him towards the sound, located in the clearing. You see an Elf flailing helplessly in a pond. As you try and go to his aid, you are abruptly challenged. A monster tells you to leave his lunch, the Elf, alone and asks one of his stooges to pass the ketchup!

Apparently, the pond is a trap designed to catch the monster something to eat. You of course, do the decent thing and fight this shabby band of ugly warriors. Harpies enter the scene here. Harpies are winged, clawed female creatures with about 50 points of strength.

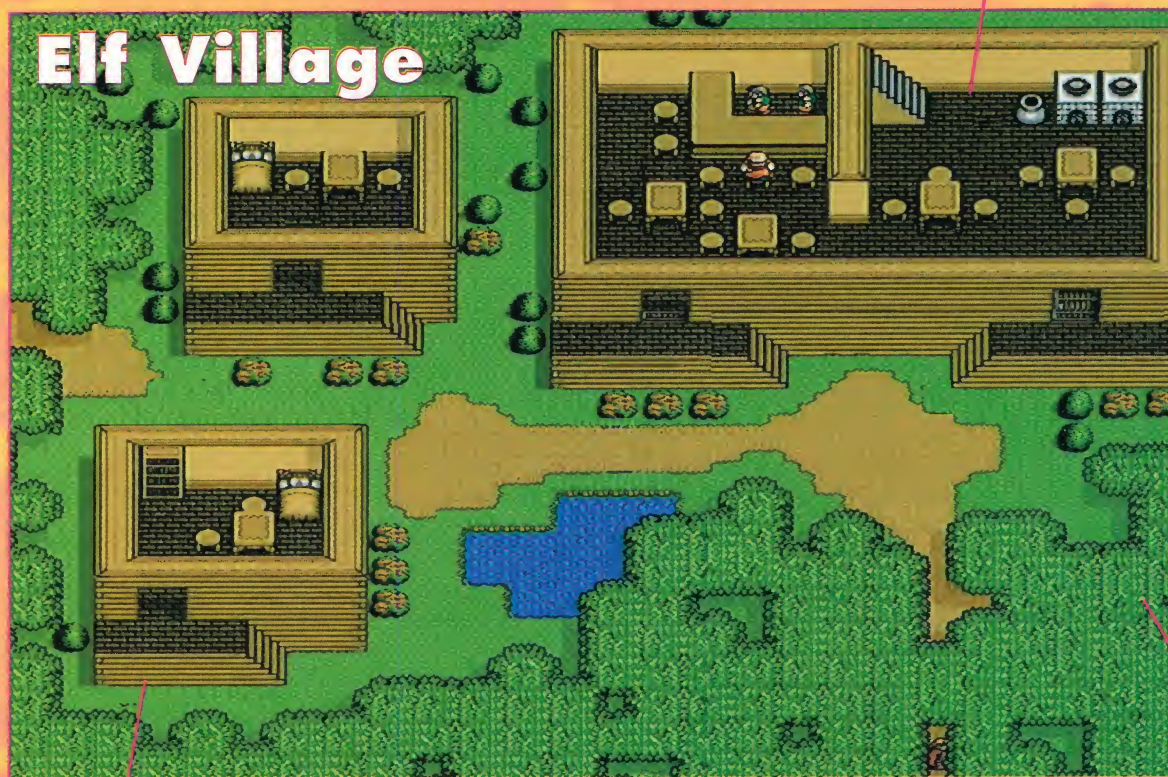
The terrain here is tricky and your soldiers may inadvertently be the victim of the bottleneck effect, jammed between bushes, walls and trees. Be careful and think where to place your men. When you are through with them, you drag the Elf from his mucky trap and he thanks you.

After the battle is won, Elric the Elf joins the force. Just outside this deserted place, the Elf moves a rock, which shows the entrance to a cave. Follow Elric into the dark cave entrance. Elric says this is the way to find Creed, the ex-Greater Devil you have been trying to locate.

Inside the cave you should explore, and so discover three chests. The left one holds a Medical herb, the middle one holds a Brave apple and the one to the right has an Angel wing, all of which are very useful in battle. Emerge the other side of the cave into a clearing. You are immediately confronted by a horde of devils, itching for a fight. Time to start hacking again.

The battle arena is pretty straightforward, but you meet some new enemies, such as skeletons and lizardmen. Nothing you can't handle by now though. Elric uses the silver tank you found earlier for attack, but at this high level he can only put a dent in the opponents armour (from 1 to 3 points). You are now on Creed's land. When the blood has been shed, hopefully this is your enemies blood, move to Creed's mansion.

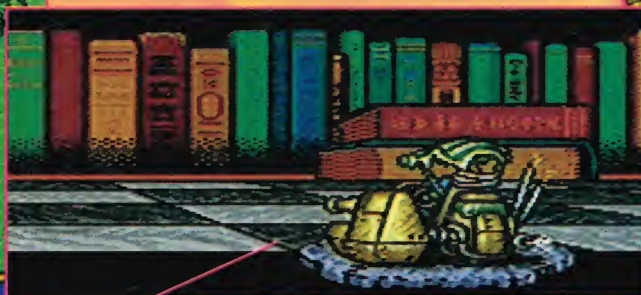
This restaurant may not be the Ritz but it has some classy objects hidden away in the chests and vases.



The Elf village has a lot of goodies tucked away in various nooks and crannies, so do a bit of house looting before you move on!

Elric the Elf will be grateful if you save his life. Not only will he join you in your struggle but he will also show you the way to get to Creed's place.

Because the Elf village is in thick woods, it is hard to spot when roaming the countryside around it.



Elric uses a sort of mini tank to fight with. This chess board battle on Desk World is very hard as your opponents are very powerful indeed. If you win you can escape the Desktop forever.





## Creed's Place



This is the room where you are all turned into pint-size heroes! Creed's Shrink Spell is powerful. In the room above is the entrance to the shrine of the Evil Spirit.

### IS SIZE IMPORTANT?

Oddler seems to move about like he can see all of a sudden. This seems strange, but you are too busy to go into this now. You are standing at the door of Creeds large premises. You overhear Creed on the other side of the door.

He is saying, "you can go now fairy." Creed's man servant, Goliath opens the door. He questions you and asks if you have an appointment to see Creed. You do not have an appointment, but you must see him, and decide to force your way in. You run for the door. Goliath stops you. Peter is determined to get in somehow. You make a dart for the door on the other side, to the left and you trigger of some sort of shrinking spell which makes you tiny, no bigger than an inch high. Goliath picks you up and puts you on Creeds desk.

The desk is the size of a village and you soon discover there is a whole community of little people living here. They all seem quite happy, not trapped or held against their will. Talk to the people you meet. Someone suggests you see king Pompei (a good man apparently).



You learn Creed isn't all bad, despite being an ex-Devil. He saved some of the people on the desk from certain doom when a natural disaster struck.

There is no concept of time in the desktop kingdom. People never get old or die. Somewhere in Floor World (which you should shortly come across) is a tunnel leading to Creed.

To get to this tunnel you must first escape the desktop. To do this you need the help of the Desktop King. He only helps if you defeat his army of chess pieces. Make sure you have all the soldiers you need and go to the chessboard. Don't panic if you do not know the rules to chess,

because, even though the pieces are organised as in the game, the rules of battle follow the usual path. Watch out for the Bishops. They hit hard and can cure the most horrible wounds you manage to inflict on the enemy.

Win the battle by going straight for the king. When he's dead, you win. The King of Deskworld is so impressed he delivers a chest to you



Cameela fools all of you except Astral. She's no innocent little girl, she's a leader of the Devil Army — Hussy!

in the middle of the chequered board. Open it and receive a cotton balloon. Go to the right hand side of the table and the guard has gone. Stand on the ink pen and USE the cotton balloon to drift to the floor.

## PHONE RENT-O-KILL, AND HURRY!

You are now in Floor World. Go toward the hole in the skirting board to the right. There is a cleric in Floor World if you need to replenish characters before trekking off again.

Once inside the hole follow tunnels down to the right and come face to face with a cruel band of giant rats, as well as the usual devils that hound your every move. Go for the pink rat called Willard, he's the leader, to win the battle as quickly as possible.

Keep moving on to enter Creed's study. Creed is in the process of telling Goliath off for not locking the magic door that shrunk the Shining Force. Get his attention and ask him to change you back to normal size again. He performs a spell, which returns your gang to their former heights. Talk to Creed about



the situation. He's alarmed to hear Zeon has escaped into the real world. He fears for Mitula. Creed wishes to consult the evil spirit about this.





## Demon



This demon forgot to brush his teeth and consequently his tongue went green. Remember kids, brush your molars at least twice a day, unless you want to be part of the Demon army!

## NEON ZEON!

Follow him to his dark shrine of consultation. The evil spirit is an all knowing force. However, when Creed consults the spirit, the spirit says it cannot penetrate the black cloud over Granseal. You appear to be none the wiser for this consultation and Creed is frustrated. Creed suddenly becomes aware of the jewel of evil on your neck. Creed tries to remove it but the chain is made of mithril and cannot be broken.

Creed suggests you show the jewel to the evil spirit, to fuel his powers. This idea seems to work. The evil spirit reports on what it sees. The seal is broken and Zeon is revived. Zeon's devils are coming to Parmecia from Granseal and are going to the North. Something has happened to Mitula but Zeon has not fully revived yet and is still in Arc valley in Granseal. The spirit fades saying

Zeon is too powerful. Suddenly, Zeon interrupts and takes over. He booms:

"I am Zeon, King of the Devils. Who is contacting me. Do you want to die?" Zeon notices the jewel of evil around your neck. He commands you to bring the jewel to Arc valley. Zeon wishes to make a wager and says, "I'll exchange Elis for the jewel." The evil

spirit Zeon has taken over, explodes in a massive green burst of energy. Zeon has destroyed him. Creed is annoyed that the spirit is dead. He returns to his desk and sits down, sulking for a second or two. He says the jewel of evil has a secret.

The storytellers in Tristan may know something. Tristan is in the North. Creed tells you to take the fairy down to the sick dwarf when you leave. Creed is keen to help you even more, and offers you a choice of characters from which you can pick one to join you, out of four. The choice is either, a dwarf warrior, a knight, a priest, or a Mage.

I chose the Mage, because he had some powerful spells and a lot of experience. You can turn him into a Wizard with the aid of a cleric, as soon as you locate one. If you do this however, he will no longer be able to use his spells, but he will soon

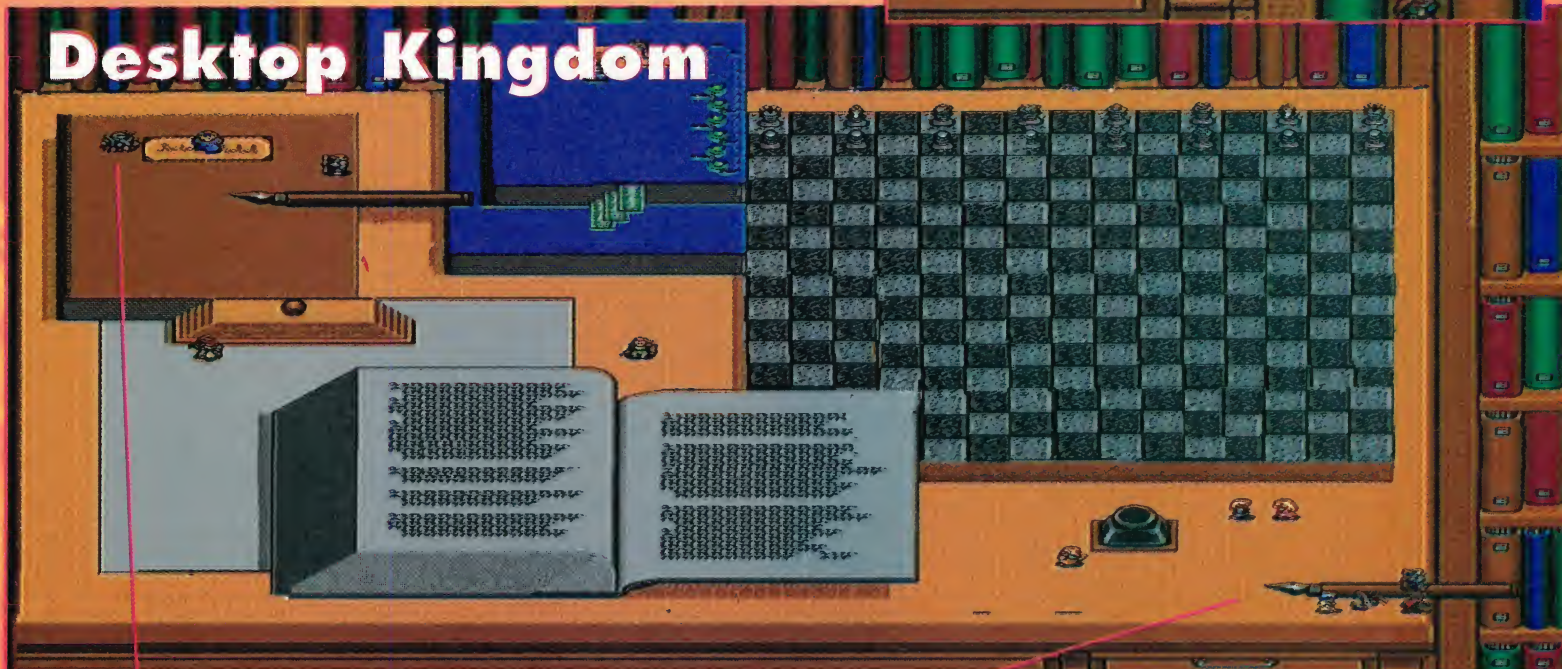
learn some new ones with the aid of a secret book you acquire later in the game. When you turn to go, Oddler wishes to stay. Creed wants him to stay too. Leave him in the hands of the ex-Greater Devil.



Your reward for fighting to the bitter end — a balloon. Still, very useful later in the adventure nonetheless.



## Desktop Kingdom



Unload and put away characters from the caravan at this point. This is one of the few chances you will get to do it.

After you win the chess battle go here with the balloon and jump off — told you the balloon would come in handy!



## NORTHWARD BOUND

Go to the cave where you saw the dwarves earlier and the fairy casts a healing spell over the ill one. He springs to his feet and shakes his head with astonishment. He is cured in an instant. The fairy disappears, but the dwarves wish to thank someone. They decide to reward you with a cannon. This is the key to unlocking the north cave.

arrive at New Granseal village on the coast. When you explore the kingdom, you see a few changes since your last visit. All the buildings are now completed. Find Sir Astral, the king and the minister. Sir Astral is delighted with your progress. You have found towns to trade with and made a lot of new friends. The king is overwhelmed with the news that Elis is alive. Sir Astral wishes to go out with you on your next venture, and becomes your advisor.

If you talk to the man next to the

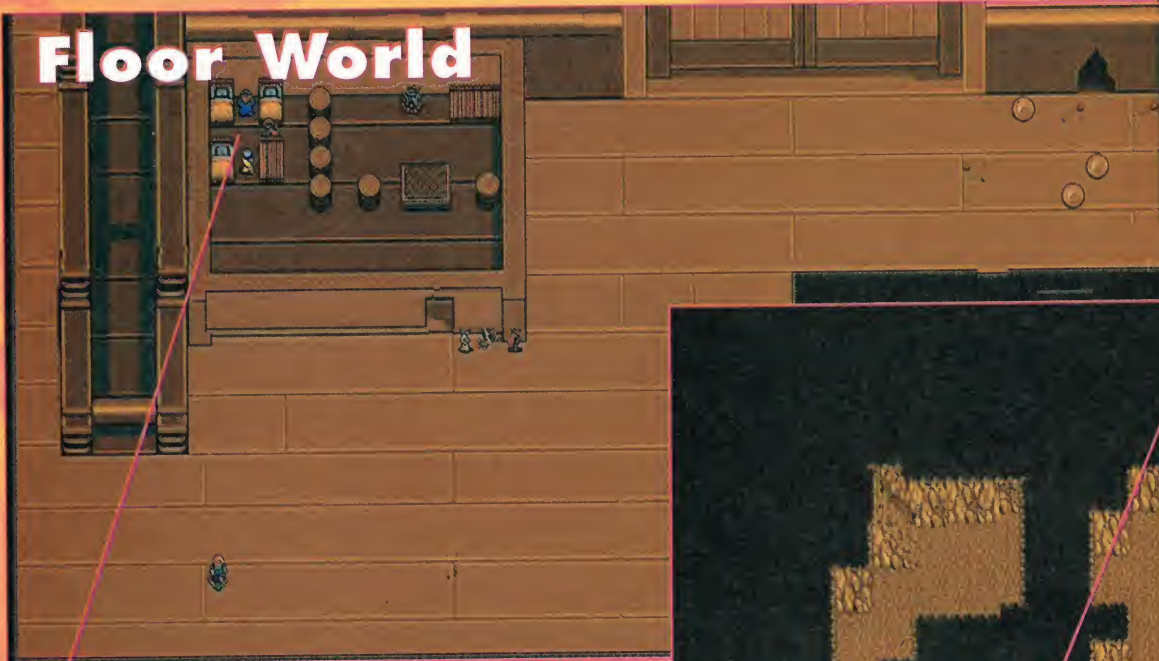
in your noble quest. Fair enough, the more the merrier! Immediately promote her to fighting class.

Go to the north cave and the cannon will be loaded and fired automatically. Enter the cave. It is dark and all you have is a spotlight highlighting the character in play. You immediately have to take on a horde of Satanic beasts in order



to pass through to north Parmecia. With every battle you play, you seem to face more intelligent foe who use clever strategies. Always remember to pick on the healers before the demons. Otherwise the healers will forever counteract any damage you do.

## Floor World



Both the cleric and the Caravan are here, so make all the adjustments to your troops you feel like making, before leaving Floor World for the next epic battle.



Before leaving the area, go to the left again and notice a patch of lighter green in the nearest wooded area. This is the Elf Village. Explore all the buildings, investigating every vase and chest and bookshelf. In the upstairs of one house, you obtain a secret book and pass in to the newly appointed wizard if you have him in your Force.

Go north up the dry riverbed and

Armoury, he hands over some dynamite. It can be used with the cannon to blow open the blocked cave. As you move toward the exit of New Granseal, a voice calls out. Janet the archer wishes to join the force, as her boyfriend Elric is with you. She wants to fight alongside him



Here is the exit to this level. Go through another small series of tunnels and appear in a room with Creed.

You will be set upon by three large rats and a hoard of evil-doers here. Use the walls and barriers for cover and for hiding weaker characters.



## Shrine of Mitula



## POSSESSION IS NINE TENTHS OF THE LAW!

When you win the scuffle and make your way into the north, you come across a miserable village, where all the inhabitants are locked in their own houses by the devils. There are signs everywhere, saying the devils will punish anyone who disobeys them. You are in the village of Ketto. If you want weapons in Ketto, go to the house with the sign in front of it that reads 'No weapons or items sales, Devils'. Go around the back of the house and follow the path to a small bridge. You find a man who is willing to risk selling you items or weapons.



This is a small area to fight in, so make sure your most powerful Force members are at the front on the attack. Lovely green garden, I am sure you'll agree!

Step out of Ketto and go east. You stumble across a deadly situation. Two Pacalon knights and the leader of the Pacalon army, called Higgins, are being taunted by a particularly nasty devil and his soldiers. They throw insults at Higgins, saying he is a coward, and he can run off if he likes.

Higgins is ill and unable to fight very well. The two guards flanking him try and protect his honour as well as his life, but unfortunately they are killed with little effort. The main perpetrator of the abuse is an ugly green devil. He is called Geshup and is Zeon's advisor. He is very powerful and could easily kill Higgins. Higgins asks Geshup why he has spared his life. Geshup laughs and tells Higgins they wish to borrow his body. A devil is summoned and sinks into Higgins' body. Higgins cries for help but is powerless to stop the possessing.

Geshup catches sight of the Shining Force and sets his

troop onto them while vanishing himself. You must battle the troop. Afterwards, Sir Astral attempts to stop the devil possessing Higgins and casts a strong spell over the leader's withered body. The devil rises from his skin and swoops off, past the horizon. Higgins scrambles,

bemused to his feet and explains how he was looking for an army to rid north Parmecia of the evil forces. You explain to him he need look no longer and he willingly joins the Force.

## SHE'S A LITTLE DEVIL!

Travel North as far as you can go. Then go East until you are in sight of a bridge. Peter sees a girl in trouble on the bridge. She has hurt her ankle and is surrounded by four monster worms with huge teeth as well as a Lizard Man, a Master Mage, a Wizard, a Dark Sniper, and seven winged monsters. It's likely you may get poisoned in this bout, so it is a bonus to have an antidote, or use Sarah's Detox spell.

Don't be over eager to charge across the bridge and try to rely heavily on Gerhalt and Peter. When all is done, Sir Astral approaches the girl with a knowing untrustworthy gaze. She immediately transforms into a horrible she-devil called Camela. Sir Astral's suspicions are confirmed. It appears she wants the jewel of evil for herself.

The devils are not obeying Zeon and his command is frail. This makes Parmecia a very unpredictable and dangerous place to be. After a small fight between the sorcerer and the devil she gives up and jumps off the bridge in defeat, not to die but merely disappearing to another world, laughing all the way, as so many evil people seem to do. Her last howl is a warning to beware of Zalbard and Geshup!

## Evil Spirit



The Evil Spirit is helpless in the presence of the almighty power of Zeon and explodes in a puff of green smoke and a flash of white lightening!



## Pond Trap



A scary foe challenges you here. He wants to eat his dinner in peace. However, it consists of an Elf whom you would be wise to protect and use later.



## ZALBARD TAKES OFFENSE

Time to move on, North to Tristan. Tristan seems such an untroubled place on first glance, with tranquil waterfalls and peace loving inhabitants but, as you will soon discover, beneath the surface hide many horrors.

Go to the downstairs cave to the left to find healing seed in a chest and go to the upstairs cave to find protect milk. To reach the shrine of Mitula, go straight through the main entrance. The shrine is surrounded by perfectly still water and is very pleasing to look at.

The place is crawling with assorted nasties. To win this battle, kill the solitary knight in charge, right up the top, at the steps of the shrine itself. When you win, a voice will talk to you from the other side of the shrine door. It's Zalbard, a Greater Devil. Zalbard is the most powerful charac-

ter you have come across to date, with 80 points to knock off, if you dare. Zalbard invites you in, but sniggers, "...Of course, you can abandon Mitula."

It's best to attempt this battle when your characters are at level 10 fighting class or above. As soon as you enter the shrine, Peter comments on how disgustingly ugly Zalbard is and Zalbard responds with the usual devil like death threats and launches into

war.

You will notice the Wizard, King Orc and Dark Knight tucked behind walls nearby. Be stealthy and cautious and stick together, acting as one machine, instead of taking on enemy one by one. Make sure you and the stronger characters come out of the first attacks unblemished. Keep topping up their energy with whatever means you have at your disposal. Zalbard has a long attack range and is flanked by a Master Mage with a strong healing spell. He will need to be taken care of

before Zalbard himself.

When you defeat Zalbard, he drops the Ground Orb, which is the source of his power over Mitula. Mitula now appears to you, materialising from her statue. Go through the door on the right side of the shrine and talk to the storytellers. Start with the first statue you bump into and then talk to the others in a clockwise direction.

## MAYHEM IN MAUN

Now it's time to go to Pacalon and talk to the priest named Frayha. Pacalon is in the middle of the desert, to the West. There is a serious drought on and everyone in Pacalon is weak and malnourished. The King and Frayha are both upset. They had to desert the people of Maun to save themselves.



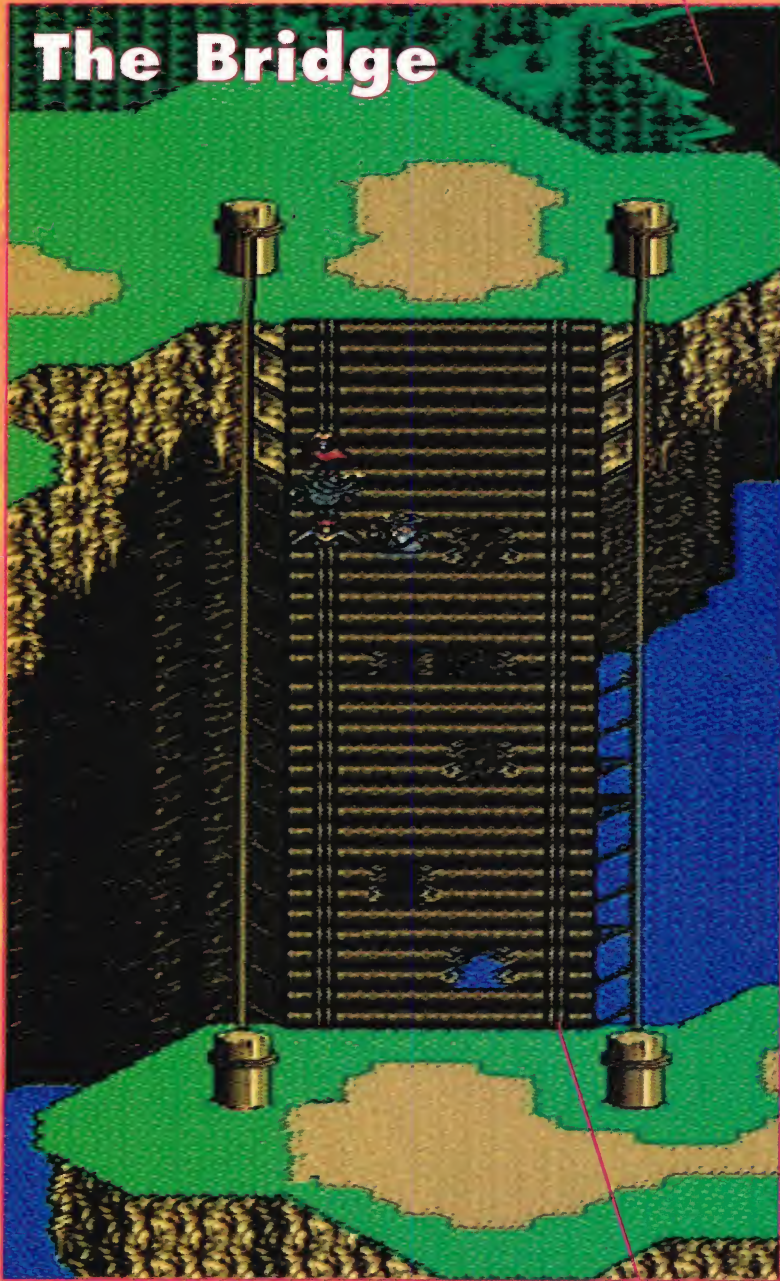
Meet Riuk in Hassan. This guy wants to join the force and you are in no position to turn away help. You need as much as you can get!





When battle commences watch the sides of the area for winged creatures which are hard to attack. Use Peter to deal with them one by one.

## The Bridge



This bridge is all that lies between you and finding Mitula. It looks harmless here, but when it's swarming with monsters, you will be anything but safe.

They feel ashamed and guilty and feel a need to do something. They had to lock the gates of Maun and keep the devils in. The guards in the castle would be only too happy to fight alongside you but they can hardly stand. Frayha wants to go with you and save the people he has deserted.

Talk to everyone in the castle and proceed to the town square. Here you engage in combat with yet another band of rogues, including deadly Harpy Queens and a necromancer. When the battle is won go through the town, talking to townsfolk to gath-

er information. Visit the church to rejuvenate your force. Now head north and fight another fierce battle.

To find Maun, go North-West. You will not be allowed inside Maun unless you are accompanied by the priest Frayha. Liberate Maun from the devils guarding it and then talk to the people under Maun, in particular Gyan the Gladiator in the upper right corner. Leave Maun at the top left of the village, and not through the main entrance. The main entrance does not lead the right way.

## Tristan Tunnels



This tunnel looks remarkably like a question mark, probably because it's a mystery what's in the chest at the end of it.

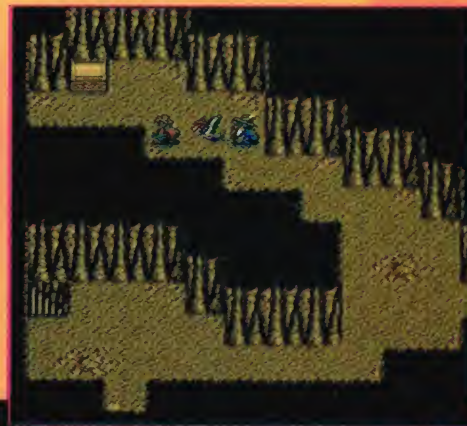
## IS IT A BIRD? IS IT A PLANE?

Walk East to find a bird-shaped object. This is the Nasca ship. Prepare to do battle once again in the surrounding area. Cameela pops up again for another stab at you. She really wants the jewel of evil. It has great power. Mudmen and Dragon Newts are with her for this confrontation.

By now, you should be a very powerful force and can reckon with any opposition thrown at you. If you succeed, Cameela hands over the Sky Orb to power the Nasca ship. Take it into the small hole at the head of the ship. Once inside, go left so you are standing by Zynk the robot and use the Orb on the controls. Once in the air you come under attack by Prism Flowers. The laser blasts they project smash vital parts of the

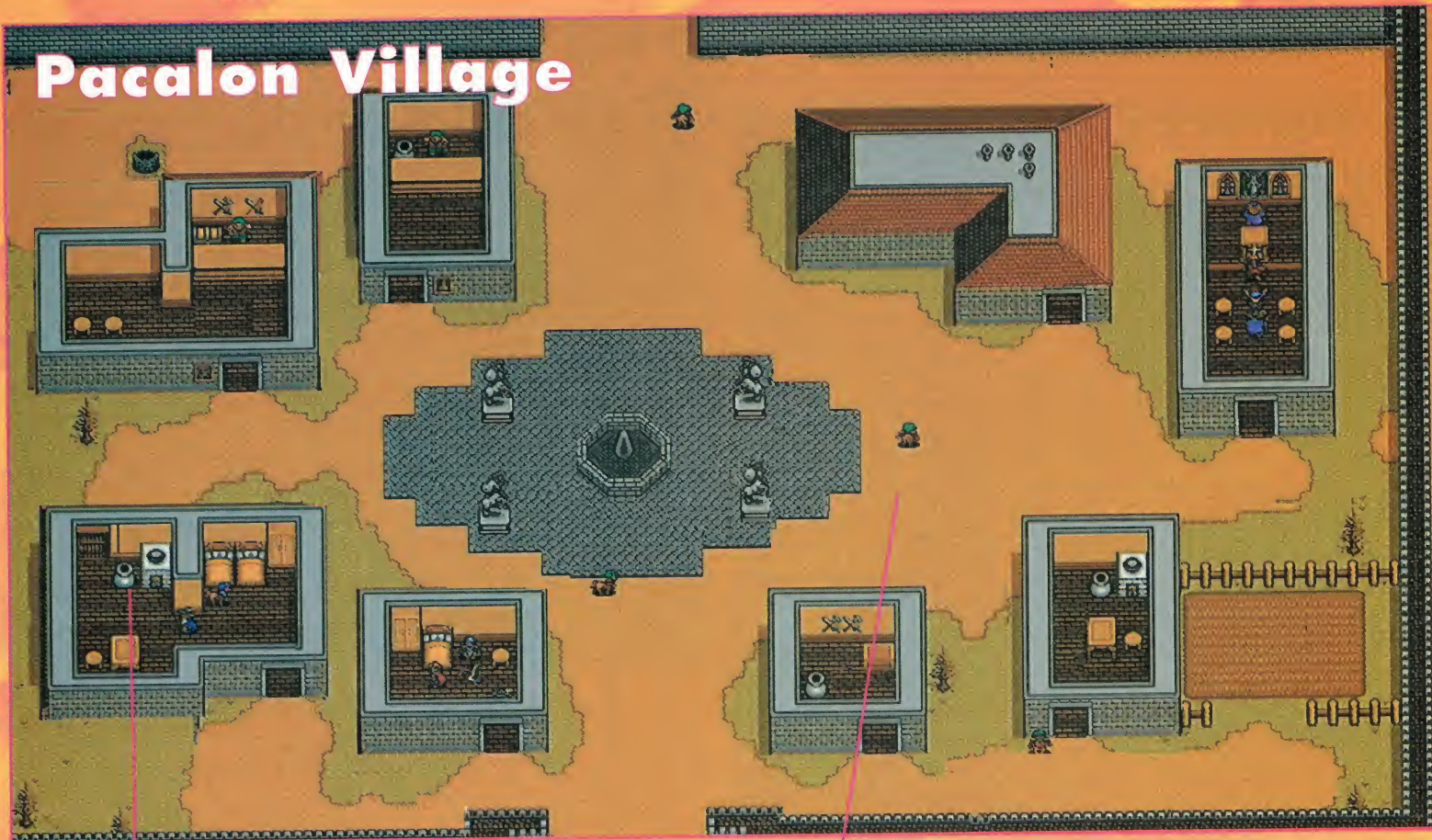
ship and it crashes. After having a word with Astral, leave the ruined ship.

Head South-West until you reach a monastery. Locate a path somewhere in the midst of the trees and follow it around the back of the building. Here you discover Sheela, a Master Monk. After a quick chinwag, you will be armed with enough information to continue. A fight ensues as per usual and when it is over go South-West to Roff. Talk to everyone in the town and find Petro to hear his last words. Leave Roff and go North-West into battle.





## Pacalon Village



Take what you can from households in the village. Lots of medical aid is available if you look hard for it.

Talk to the inhabitants of Pacalon and you will find they are weak because of a terrible drought and need your help.

## RETURN TO GRANSEAL

Alternatively, you could take the ancient passageway, which is South and a long way West of Roft in a cave in the mountains. It's now time to go to Granseal and face the ultimate challenges. To use the Ancient passageways walk on all the grey tiles, this makes you teleport. When you have successfully teleported, use the other grey tiles in the bottom left and a tile bridge is created for you. Go up the stairs and into the ancient ruins by the river.

These ruins are the Prism flower garden. They're inhabited by a gruesome collection of evil characters. Fight them and of course, win. Just when you thought you were safe, it's time to go South into yet another bat-

tle.

Basically, go for the Red Baron to win. It sounds easy enough, but it may take a go or two. Now hike Northward to a stream. By using the dry stone next to the mud you can hop over to the Dwarven village. Dwarves are your friends and appreciate your efforts. Collect what information and items you can and then leave the village, heading South toward Gallam kingdom.

Talk to the people of Gallam and then exit through the main doors. Prepare to fight Geshup. This guy means business and wants you dead. A tough opponent. At his side is a Hell Hound, a Minotaur, two Dark gunners, two White Dragons and a mist demon.

Even though this band is fairly small, each is a struggle to defeat. When you eventually overpower

Geshup, Zeon intervenes. Geshup has failed him and therefore, he must be punished. Zeon kills Geshup horribly. Zeon is not the forgiving type. Still, you would have killed him anyway, so no need for remorse.

## MURDEROUS MAZE

Go South into yet another battle! The action really does come thick and fast now you're near the end. The battle commences outside Yeel. Afterwards, go South. Enter the Ancient Ruins. This is where the two jewels were pinched by Slade. You see two diamond shaped holes in the wall. This is where the seal was originally broken. Walk up to the holes and the jewels around your neck create an opening in the wall. In the opening is the legendary Force Sword. Grab it!

The Force Sword is the only way to reach Zeon and defeat him. Walk South of Gallam and go to the East of the chasm. Stand in front of the Demonic head stone. USE the Force Sword and the stone demon's mouth slowly opens and creates a doorway to enter the Ancient Tower Labyrinth.

Turn right and go up the stair-

case. Turn left and walk down the stairs on the right. Follow the path up and to the left. Go upstairs and turn left and face three flights of stairs. Don't use these stairs but instead use the path underneath. You eventually reach a staircase at the end of this path, so go up it.

Turn left. Go left and go down the slippery slide, then up, right and up the right stairs. Do not go down the slide! Turn left and reach the second slide on the left. After falling down this, follow the path to the exit, which has a skull over the door. Phew! You made it through the labyrinth!

## BAD GUYS, GOOD GIRLS!

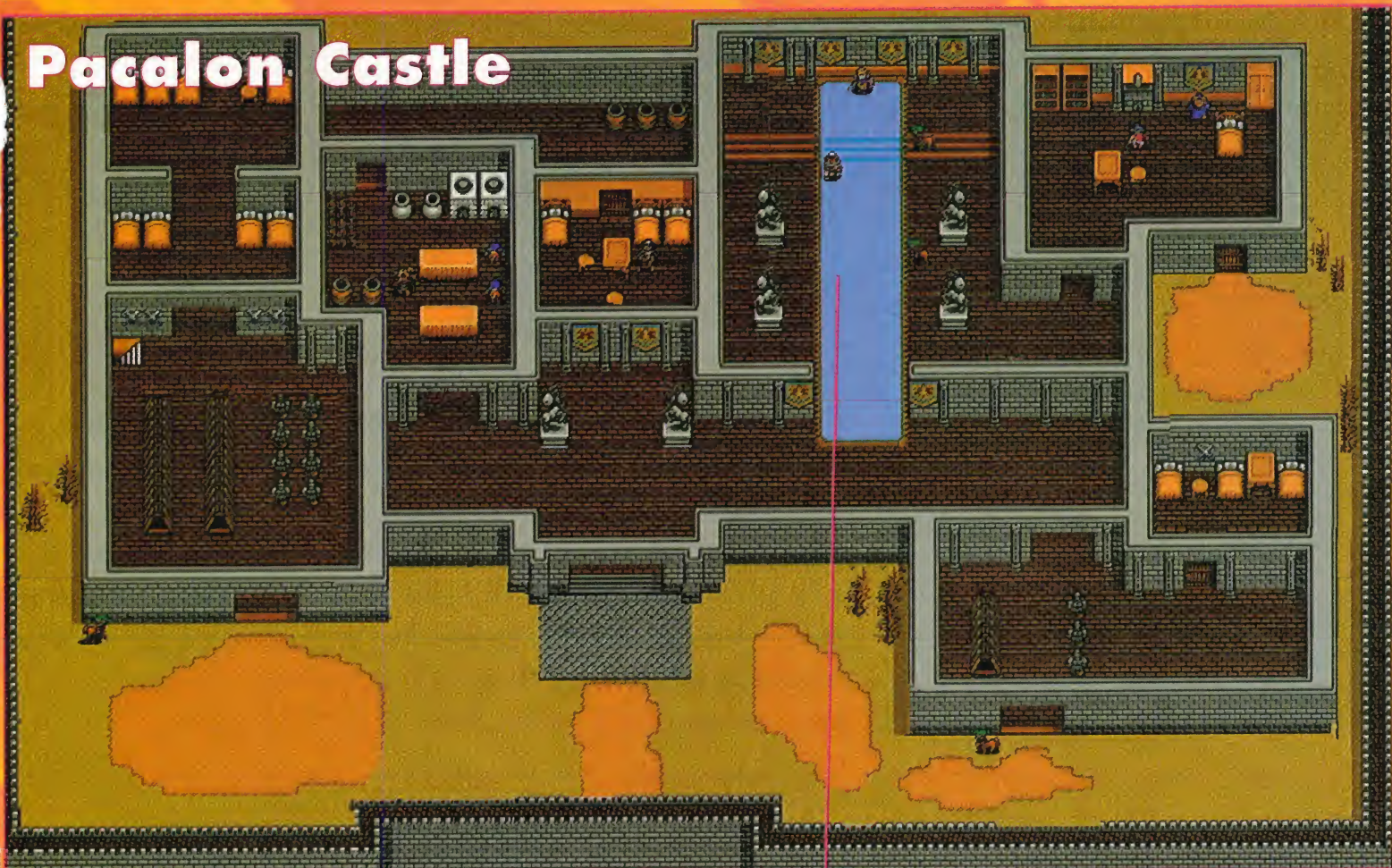
As it happens, you find another terrible battle waiting on the other side of the exit. Here you meet the second most powerful Greater Devil, called Odd Eye. You are fighting the Glass Tile battle, aptly named because of the mirrored room in which you cross swords.

To exit after the fight, go all the way up the room. You now find yourself at the very base of the Ancient tower. Go up the stairs before you to





# Pacalon Castle



be greeted by the ex-Greater Devil, Creed. He is most definitely on your side and can act as a cleric at this point, which is very useful to resurrect the dead warriors you are bound to have lost in the previous few battles.

When you are ready, go past Creed to the multi-level tower battle. The fact the battle is fought on so many levels makes group attack tricky, and you should concentrate on the powerful characters attacking two by two. Watch out for the Reaper. He is the man you really need to topple. You are nearly home and dry now!

Before you have had a chance to wipe your swords clean after the last bloodshed, you must walk up the stairs on the side of each level to go through the top exit. Follow the path around and you're forced into the penultimate scuffle.

You must prepare to battle with

that old blast from the past, the evil possessed King Gallam and his evil goons. There is a breather now and Zeon demands you hand over the jewel. You cannot. The jewel of light resists even Zeon. Zeon wishes to finish you. Prepare to do battle with the almighty one.

He is a scary fellow, but it's your duty to beat him and reseal him in the dark place from whence he came. If you beat him, use the jewels to reseal the beast. Princess Elis is now released and you're ready for the date of the century!

## IT MUST BE LOVE!

Yes, you look to be on to a sure thing. After all saving the world, saving the girl's life and doing battle with monsters for about four years is bound to impress even the frostiest maiden! You end the day by kissing the Princess as she lies in her bed. This is where SEGA XS retires from the room a job well done.

We've shown you the way and the rest, as they say, is up to you!

Find the priest and he will feel compelled to go with you to Maun. He will only do this if you have killed Zalbard first and consulted the storytellers.

## EXTRA TIPS

- 1) Sell Mithril to armouries for around 1500 coins.
- 2) Make sure all characters that can be armed, are armed with the best possible weapon they can handle. If you promote someone to fighting class and do not give them the appropriate weapon, they may not increase their attack rate. For instance, Jaha will have little impact on higher level devils unless he is armed with a large axe.
- 3) The weaker characters should always be seen as aids to the big guys, and never left to fend for themselves.
- 4) Surround your enemy completely, and block them off from important weaker characters, such as Sarah, whom you need to heal other warrior's wounds.
- 5) Target healers on the opposite side, such as Master Mages, Wizards and Bishops. Otherwise, they flank the devils and patch up their war wounds.
- 6) Always go to the church after a battle and buy back the souls of your beaten troops, unless they seem totally useless. Remember you can always use weak characters as a diversion to draw fire away from the important Force members.
- 7) Medical herbs are very cheap and very useful. It's a good idea to supply each of your troop with one of these in case of an emergency.



## SUMMARY

**GAME NAME:** Shining Force 2  
**TIME TO COMPLETE:** 1 Month  
**HIGHEST SCORE:** N/A  
**NUMBER OF LEVELS:** 2  
**CHALLENGE RATING:** Hard

Cartridge supplied by:  
**SEGA,**  
 Tel: (071) 373 3000



# DOCTOR M.

“FROM  
OUTER  
SPACE,  
HE’S ON  
YOUR  
CASE!”



This month has seen my minions scurrying around my lab like bewildered sheep. I’ve received pleas for help from every corner of the globe, as so many of you lesser beings suffer at the console due to your foolish ways.

Sometimes I wonder who would be there for you if I one day retired and settled down in the country, sipping tea, with my slippers on and the wireless whispering in the background. Oh, enough of this dreaming. Back to work I suppose, now then if you need my help write to **Dr M, SEGA XS, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.**

## ECCO THE DOLPHIN (MD)

Could you tell me the passwords for this one please?  
**Mark Durbin, Blackpool**

Let me fish around in my games cabinet a moment. Ah, yes, this is an old one, but what a classic. 21 frantic levels, jam-packed with problems to tax your tiny, dolphin brain. I have all the passwords you desire, but Mark, be careful. As my creator once told me, in the dark depths of an experimental laboratory somewhere in Eastern Europe, “You may have the key to the door, but if you have shaky hands, perhaps it’s better not to find out what is on the other side?” (I’m sure that’s put your mind at rest - Ed). Anyway, enjoy your swim, Mark!

Ridge water: HYAUGFLV  
Open Ocean: FNCQWBMT  
Ice Zone: DWFFZBMV  
Hard Water: QGDJRQLA  
Cold Water: MCLFRQLW  
Island Zone: UWXIOQLK  
Deep Water: EILQOQLC  
The Marble Sea: XAKUQQLS  
The library: FDGXQQLC  
Deep City: ZUVPQQLU  
City of Forever: AABBRQLU  
Jurassic Beach: PLABUNLT  
Pteranodon Pond: FQREUNLI  
Origin Beach: QXKIUNLX  
Trilobite Circle: OBEMUNLX  
Dark Water: JNXPUNLA  
Deep Water: EQAAKNLC  
City of Forever: ZBPIGPLD  
The Tube: KUVEKMLK  
Welcome to the machine: SDDBKMLG  
The last Fight: KNLMMLC





# BUBBA N STIX (MD)

On level four, how do get past the ball that rises with the water?

Nick Winter, Kent



The problem is a tough one Nick, and there is no need to feel shame at your abject failure. To help you, here's the advice I always give the minions when they are playing the game, usually in the dark recesses at the back of my laboratory.

Press the button on the right to drain the water. Stand on the ball, before inserting Stix into the hole. Let the water rise and you with it. Don't be alarmed by the way you are flailing around. You are just an ungraceful

swimmer without Stix to accompany you. When the water stops rising, release Stix and the ball comes shooting up underneath you to give you enough of a push to allow you to get to the nearest beam.

This requires split-second timing and perfect reflexes. Remember Nick, a little patience goes a long way! However, I feel this task may be beyond you so, before you toss your joy pad out of the nearest window, here is

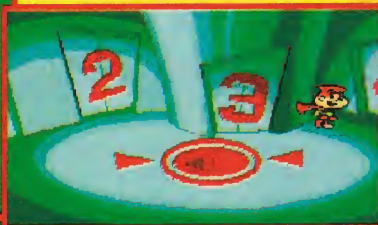
the password to the next level, 5XZKP!B38BR.



# COSMIC SPACEHEAD (MD)

Have you got any good cheats for this space age adventure?

James Palmer, Grimsby



We don't want you to become malnourished because of your obses-

I have just the cheat for you my friend. No need to be a space-head any more! Just type in **MLHUFFE6WWLGLRWIFIDOU** as a password and you will find yourself at the space station with four lives left! Not bad, eh? James, it's a long password, so I suggest you sit down and have a sandwich while you type it in.



# PHANTASY STAR (MD)

Where do I find the Laconian Axe?

Bob Monkhouse, Pembrokeshire

Presumably not THE Bob Monkhouse? That man is my favourite human being. His hilarious mother-in-law jokes are renowned throughout the galaxy. His face is a symbol of hope to lost tribes void of humour. Some have said, I'm an evil version of this man. Well, I don't consider myself as handsome or witty, but in a certain light, even I fool myself sometimes!

Anyway, enough of this banter and back to your problem, Bob. *Phantasy Star* is an adventure game known for it's complexity.

To find the axe return to Palma and go to Gothic. Exit Gothic, and go down to the mountains. Turn left of the position where you discovered Dr Luverno and you see Medusa's tower (red inside). At the top of this tower you must fight Medusa. When she is killed, you receive the Laconian axe.





## JURASSIC PARK (CD)

I missed the solution in Issue #7, so can you tell me how to get the crow bar?  
Rod Garner, Hampshire



Well young Rodney, I'm not surprised you missed our coverage of *Jurassic Park* (CD), as Issue #7 sold out quicker than tickets to the last Neptunian orgy! You're not the only person who has missed the solution either, the local postman has been off sick with a bad foot because of all the post we've had on the subject.

Just for you here is exactly how to

get the crow bar, as well as the Triceratops CD and the injector.

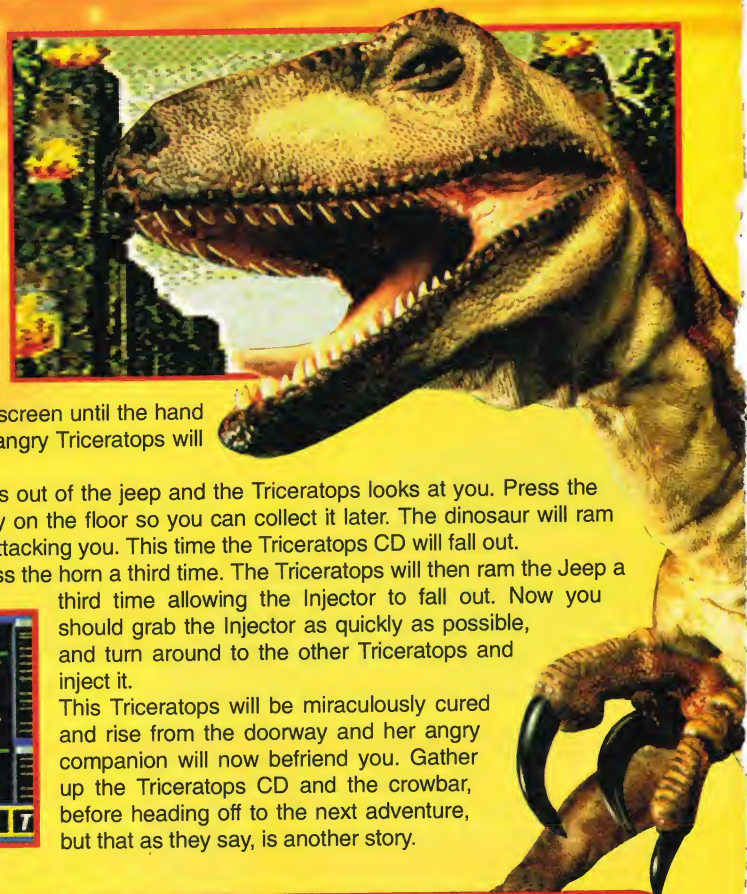
Travel to the Triceratops enclosure where you'll find an overturned jeep and two Triceratops; one next to the jeep looking rather angry and the other across the entrance to the hut, having collapsed from ill-health. Face the jeep and put your cursor on the windscreen until the hand icon appears. When you press the activation button, the jeep's horn sounds out and the angry Triceratops will ram the Jeep.



As he does so, the crow bar falls out of the jeep and the Triceratops looks at you. Press the horn again, leaving the inventory on the floor so you can collect it later. The dinosaur will ram the Jeep again now, instead of attacking you. This time the Triceratops CD will fall out. Leave it on the floor too and press the horn a third time. The Triceratops will then ram the Jeep a

third time allowing the Injector to fall out. Now you should grab the Injector as quickly as possible, and turn around to the other Triceratops and inject it.

This Triceratops will be miraculously cured and rise from the doorway and her angry companion will now befriend you. Gather up the Triceratops CD and the crowbar, before heading off to the next adventure, but that as they say, is another story.



## MYSTERY MANSIONS (CD)

How do you solve the candle puzzle?  
Christina Foster, Brideshead.



Well young lady, it just so happens I can help one as lovely as your sweet and pure self. First you must locate the matches. Walk up the main staircase and head for the games room. Once inside, go to the back of the room where the dart board is located. Go in for a closer look at the dart board and the box of matches will be revealed to you. Now you are ready to attempt the candle puzzle.

Make your way to the candle room by going down to the Butterfly room or by using the secret passage from the Art room. Once there complete the puzzle in the following way. Starting with the candle to the right of the Moon, blow it out and then go onto the candle to the right and put that one out also. Leave the next candle lit and light the next one with the matches. Leave the next one lit, but blow out the final two. Blowing out the candle to the left of the Moon last will open the secret door to the Butterfly room so go through it and come back in to attempt the second part

of the puzzle.

Start from the right of the moon, making sure the first two candles are lit. Go back around to the Moon and go on past it in an anti-clockwise direction, missing out the next candle, which will be the last one you will need to light. Put out the candle to the left before lighting that final candle and the secret door to the basement will slowly open. I know it all sounds a little complicated for your sweet, yet simple





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# NEW BUSTERS

Once again it's time to gather up all the letters we've received recently and decide which tips deserve the ultimate accolade of entering the hallowed New Busters pages! As you know Mark Pilkington's red hot tip faded long ago and he has since moved to graze in pastures new. However, fear not, his replacement has the reddest, hottest tip since Richard spent the night with triplets! Chris Hunt-Newham is his name and cart busting is his game (Mainly because he's got no choice in the matter!).

If you've got any good hints or cheats send them to **New Busters, Sega XS, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.**



## AWESOME WINNER!

The first book winner this month is **Steven Stockdale from Bradford** who very kindly called our Cheats Hotline and told us of a new option screen he discovered when playing *Mortal Kombat II*.

When you turn the game on, go to the option screen and move down to the Done option, then press L, D, L, R, D, R, L, L, R, R, now a new option screen should appear called **Test Modes**. From here you are given three different screens, each containing cheat options, which are as follows:

- 1 Infinite energy.
- 2 One hit kills enemy.
- 3 1 & 2 player demos.
- 4 3 player demo.

In addition to these options, if your character wins, he will only perform Babalities, Friendships and Fatalities to finish the fight. Finally there is a nasty cheat you can try out. This occurs when you let the computer beat you. By using the cheat he will always perform the worst fatalities possible!



## MORTAL KOMBAT II

This next *MKII* tip has also been awarded a copy of the *Awesome Sega Mega Drive Secrets III* book. This superb set of handy tips was sent in by **Paul Browne from Sidcup** who also congratulated us on the *MKII* guide we printed in issue #10 of SEGA XS. Thanks mate!

When fighting against Liu Kang, Jax, Kitana, Johnny Cage, Mileena and Shang Tsung always use Baraka. Start with a flying kick then retreat and use his Blade Fury attack. Keep repeating this combination, with the occasional jump back to protect your energy when the opponent comes in too close.

For Kung Lau, Raiden, Sub Zero, Scorpion and Reptile try using Mileena or Kitana. Again start with a flying kick then retreat and duck. When the opponent gets into range use a flying kick and keep repeating the procedure. Victory will soon be yours!

The best character to play as when you reach Kintaro is Sub Zero. To defeat Kintaro start with a flying kick, retreat and use the freeze attack to stun him. Once Kintaro is frozen use the upper-cut or roundhouse then jump back and duck down. When Kintaro jumps at you, leap away and kick but never get too close to this fiend. Follow up with a freeze attack and flying jump until Kintaro is down and defeated.

Next use Baraka against Shao Khan. Start with the ever popular flying kick and then use his Blade Fury attack, before retreating. Keep repeating this procedure until your opponent is looking dazed. This technique works virtually every time.

Paul also sent in a small bit of *MKII* trivia. He noticed the secret opponent Noob Saibot's name is in fact the reverse of the two names Ed Boon and John Tobias in the end credits. Thanks for the information Paul!



Since the release of *Mortal Kombat II*, beat-'em-up mania has reached fever pitch, with sales going through the roof. Consequently, it was only a matter of time before the phones started ringing with hoards of cheats and tips for Acclaim's latest smash. First up we have **S Little from Saltcoats** who has found a cheat for Random Select.

When you get to the character select screen hold the Start button and Push Up twice and the random select cheat will spring into action, allowing you to play against a random selection of the other fighters. Our Scottish friend also informs us this is a good option to use in the two player mode.



## AWESOME WINNER!



The last letter of the month concerning MKII is from Ben Parris from Paignton.

He sent us this list of fatalities for characters from the Game Gear version:

**Liu Kang** - Down, Forward, Back, Back, and then Button B.

**Sub Zero** - Forward, Forward, Down then Button B, followed by Forward, Forward, Down and Button A.

**Kitana** - Hold block then press Forward, Forward, Forward and press Button B.

**Shang Tsung** - Hold block then press Up, Down, Up and then Button A.

**Mileena** - Forward, Forward, Back, Forward, and then Button B.

**Reptile** - Back, Back, Down then Button A.

**Scorpion** - Hold block, Up, Up and Button A.

**Jax** - Forward, Forward, Forward and then keep tapping Button A.



The crowd think its all over and it could well be after you've read these tips sent by P Bougie from Cornwall. He reckons he's the number one fan of the EA Sports' outstanding football sim on the Mega-CD.

**At the Game Set-up Screen, highlight Options. Go into Options and put in any one of the following codes or all of them together. Simply press the buttons in the correct order for even more fun and games!**

**Dream Team:** A, A, B, B, C, C, A, A.

**Crazy Ball:** C, A, B, C, C, B, A, C.

**Crazy Curve Ball:** B, A, C, B, C, C.

**Invisible Wall:** C, C, C, B, A, A, A, B.

**Super Power:** B, A, B, B, B, B, B, B, B.

**Super Goalie:** A, A, A, A, A, B, B, B, B.

**Super Defence:** B, B, B, B, B, C, B.

**Super Offence:** A, A, A, A, A, B, C.

Our Cornish buddy also informs me of some hidden video footage to be found within the game:

**This can be done by entering the Coaching/Stats Screen and moving the soccer ball next to either the Formations, Coverage or Strategy options. In each of these categories you may see the secret video by highlighting one of the options and pressing the A button. Each video is related to the option you highlight.**

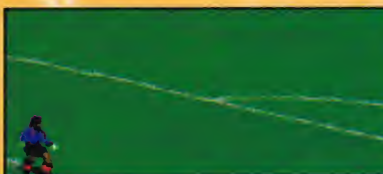
## SUPER STREET FIGHTER II



This hint is for fans of *Super Street Fighter II*. It's just a small one we discovered in the office one evening when beating the daylights out of each other, before we started playing the game — well Richard and Pilky were having a go anyway!

All it does is allow you to speed up the computer versus computer matches in the Tournament Battle mode. On the Title Screen choose the Tournament Battle Screen and highlight the word END. Now press Start. All of the matches will be fought by computer opponents. By pressing any button you can speed up the match. This isn't a very interactive or particularly exciting cheat, but it does give the crew something else to do with their hands when they're bored!

## FIFA INTERNATIONAL FOOTBALL



## VIRTUA RACING



This cheat, sent in by K Brady from Tyne and Wear, is for Sega's latest driving simulation, *Virtua Racing*. This game is a personal favourite — in fact the last time I played it the joypad had to be wrenched from my sweaty palms with a crowbar! I'm now only allowed to play the game for 10 minutes a day under strict supervision.

**K Brady says there is an easy way to play the Mirror Mode, allowing you to drive the courses in the opposite direction, without first having to win all 3 races. On the title screen press and hold A, B and Up together then press start and select the mirror image icon on the options screen.**



## NEW CODES CORNER!

It's Action Replay time again, kids, and what do we like most about the Action Replay? Yes, that's right, all those lovely new codes for you to feast your eyes on...

### MEGA DRIVE

#### Chaos Engine:

FF004D0005 - Infinite lives (player 1)

FF004F0005 - Infinite lives (player 2)

FF41140006 - Unlimited special weapon (player 1)

FF418A0006 - Unlimited special weapon (player 2)

FF410F0010 - Start with maximum firepower (player 1)

FF41850010 - Start with maximum firepower (player 2)

FF094500FF - Infinite money (both players)

FF096300XX - Level select xx = (Put level number in)

### GAME GENIE

#### Virtua Racing

ALRT-EA2W - Always finish in first place.

ECLT-EAGT - Accelerate and decelerate instantly.

C5NA-EA4E - Enable backward racing option-select backward logo.



# BUSTERS



So here it is! The Busters A-Z is the biggest, most authoritative guide to every single Sega cheat in existence. If you've got a Mega Drive, Master System, Game Gear, or Mega CD – you'll find all you ever need to get infinite lives, passwords and level selects, right here! No other magazine gives you this much information – but we always need more! If you have an original cheat or tip that we haven't printed yet, then send it in to us. For the best new tips we print, we will give you a copy of *Awesome Mega Drive Secrets II* for free! Send all your tips and cheats to  
**SEGA XS Busters, 124 Old Christchurch Road, Bournemouth Dorset BH1 1NF.**



## ABRAHAMS

### Easier Mode

During the demo, press B, B, C, B, C, C, C, B, C, B, B and C.

### THE ADDAMS FAMILY

### Level codes

Here are the level codes to help you out:

&1YK4  
 ?1H1T  
 ?&91Z  
 V&s1H  
 VDHK4  
 VLKKV

## AFTERBURNER 2

### Extra Continue

When the game over appears, press Left, Left, Left, B, B, C, C and C followed by Start.

### Level Skip

When game over appears, hold down A, B, C and Start on joy pad two. Release and choose any level up to 20 as your starting stage.

### Level select

Hold A, B and C and press Start on the title screen to get a level select. Use the joy pad to select a level and then press Start to play.

## AIR DIVER

### Invulnerability

Go to the map screen and put the cursor where there are no enemies. Hold Start and press A, B, C, B, A, A, B, C, B, A and B. Hold Start until the game begins to be invincible.

## AISLE LORD

### Avoid combats

Choose the "Configuration" mode from the title screen and set the cursor on "SE NO", then press the following sequence. A, B, C, C, B, A, B, A, C, A, C, B, A, the screen will flash if you succeed, now select "Initial Start" and you will not have to fight any combats!

## ALADDIN

### Level Skip

Play the game normally, Pause and press A, B, B, A, A, B, B and A.

### Extra Life

When you get to the desert, go and kill the first snake. Go right back and there will be an extra life.

### Mickey Mouse Ears

On the Desert, stand near the washing line, so that when Aladdin moves his head you will see him wearing Mickey Mouse ears! An extra life is now yours!

### Secret Option Screen

On the title screen, hit A and press B, B, B, C, C, C and C.

## ALESTE

### Level select

From the title screen, reset the machine ten times. Hold the Left and Down diagonal while entering the option mode. You'll discover a level select.

### Extra continues

Pause the game and press Up, Up, Up, Down, Down, Left, Left, Right, Right, C, C, B, A and finally Start for 20 continues.

ues.

## ALEX KIDD IN THE ENCHANTED CASTLE

### Scissors, paper, stone skip

To continue the game without having to play scissors, paper, stone, go to any boss. As soon as the polite chit chat is out of the way press Start to get the item select screen. Press Start again to proceed.

### Final Screen Solution

Walk in the following order:

Sun, wriggly lines, moon, star, sun, moon, wriggly lines, fish, star, fish, crown.

## ALIEN 3

### Level select

Plug two controllers into the Mega Drive and go to the options screen. Press C, Up, Right, Down, Left, A, Right and Down on the second pad and you will hear the power-up noise. Start the game and pause the game. Now on pad one, press C, A and B to warp to the next level.

## ALIEN STORM

Choose Scooter. When your life gets to zero, self destruct. In this way you can carry on without dying.

## ALISIA DRAGON

### Level select

Hold down A after the Sega logo has disappeared and then press B until Gainax is whisked away. Now hold down C and press Start when you see the stars come out. If the cheat is active you will hear a chime. Now during the game, press C to skip the levels and B and Up to increase your hit points to maximum.

## ALTERED BEAST

### Character select

Get to the title screen and hold the Left and Down diagonal, A, B, C and Start to be able to select the character (that is,

wolf, bear, tiger and so on) you play.

### Infinite continues

Press Start and A on the title screen to continue from where you left off in the previous game.

### Extra options screen

Press Start and B on the title screen for more options.

## ANOTHER WORLD

### Level Codes

Level 2 – HTDC  
 Level 3 – CLLD  
 Level 4 – LBKG  
 Level 5 – XDDJ  
 Level 6 – FXLC  
 Level 7 – KLFB  
 Level 8 – BFLX  
 Level 9 – BR TD  
 Level 10 – TFB B  
 Level 11 – TXHF  
 Level 12 – CKJL  
 Level 13 – LFCK

## ARCH RIVALS

### Easy Scoring

Choose Vinnie as he is fast and tough. Start with the ball, pass to your teammate, run straight up the court and press the pass-back button. Run into the corner and shoot, and you will nearly always score a three-pointer!

## ARCUS ODYSSEY

To get double the number of items, start a two-player game and kill one off immediately!

### Password skip

Enter the password EEEEEEEEEEE to start on level five with six reverse dolls.

## ARROW FLASH

Better flash



Set the arrow flash to charge and then watch the demo.. If the arrow flashes, you should have a longer lasting arrow flash.

## AYRTON SENNA'S SMSF 2

On the password input screen type in either **SENN** or **CHAMPION** to see the end of the game.

## BACK TO THE FUTURE 3

### Stage select

Pause the game and hold down A and press Up, Down, Left and Right to go forward a level.

## BARRACUDA

### Added time

B, A, Right, Right, A, C, Up, Down and A.

This sets the energy to six (only three bars will be displayed) and adds 30 to the time.

## BART VS THE SPACE MUTANTS

### Avoid Skateboard Section

If you want to avoid the entire skateboard section in the first level, buy a key from the right of the phone box, you will be transported to the OAPs home.

## BATMAN: REVENGE OF THE JOKER

### Passwords

Stage 1-1	-	1100
Stage 1-2	-	1200
Guardian	-	1300
Stage 2-1	-	2100
Stage 2-2	-	2200
Stage 3-1	-	3100
Stage 3-2	-	3200
Guardian	-	3300
Stage 4-1	-	4100
Stage 4-2	-	4200
Guardian	-	4300
Stage 5-1	-	5100
Stage 5-2	-	5200
Stage 6-1	-	6100
Stage 6-2	-	6200
Guardian	-	6300
Stage 7-1	-	7100
Guardian	-	7200

### Invincibility

Pause the game and press B and Start. The enemy in front can't hurt you any more!

## BATTLEMANIA

### Strange Scene

When the Sega logo appears, keep pressing start on player two's joypad and something strange will happen.

## BATTLETOADS

### Hidden warp

At the start of the first level, go to the two pigs and headbutt them. Then jump onto the grassy platform on the right. A warphole should appear and if you go into it and you'll be transported to level three.

## BLADES OF VENGEANCE

### Hidden door

This cheat will allow you to progress to any level in the game. At the last door on level 1, do a Super Jump at the left edge of the door. You'll end up on a hidden pixel! Now jump right and continue jumping straight up about three times to find the hidden door. Use this hidden door to access any level and collect special items.

## BOB

### Passwords.

1. 171058
2. 950745
3. 472149
4. 672451
5. 272578
6. 652074

7. 265648

8. 462893

9. 583172

10. 743690

11. 103928

12. 144895

13. 775092

14. 481376

## BUSBY THE BORCAT

### Passwords

Level 1 - JSSCTS

Level 2 - CKBGMM

Level 3 - SCTWMN

Level 4 - MKBRLN

Level 5 - LBLNRD

Level 6 - JMDKRR

Level 7 - STGRTN

Level 8 - SBBSHC

Level 9 - DBKRRB

Level 10 - MSFCTS

Level 11 - KMGRRS

Level 12 - SLJMBG

Level 13 - TGRTVN

Level 14 - CCLDSL

Level 15 - BTCLMB

### Extra level

At the options screen, input this for an extra level:  
STCJDH

## BURNING FORCE

### Extra lives

Wait until the title screen appears and then press the buttons B, A, B, A, A, C, A, A and finally Start in sequence to gain a most useful ten extra lives.

## BUSBY

### Level Codes

Level 2 - MKBRUN

Level 3 - STGRTN

Level 4 - MSFCTS

## CALIFORNIA GAMES

### Easy High Scores

On the title screen, reset the game and you should hear a 'Dong' sound. Do this four times and then view the high scores. You should now find that all the names have been wiped, giving you no troubles at all about getting your name up there!

## CENTURION: DEFENDER OF ROME

### Password

Just type in the following code to own the world:

QDUA YQ25 5555

55NK VKXW IPJI

## CHAKAN

### Game warp

Go to the practice mode, jump to the platform above the air portal and then go right onto a small platform. Press Start and choose the passage Alchemy. Return Chakan to the Navigation level and you will see that the first 12 terrestrial planes have been completed.

### Potions

1 green, 1 clear -	Invincibility
2 clear -	Swap hour glass
1 red, 1 clear -	Restart point
2 blues -	Makes you invisible
1 blue, 1 green -	Slow enemies
1 green, 1 red -	Fire bombs
1 red, 1 clear -	Fire sword
2 green -	Air sword
2 red -	Fire sword
1 blue, 1 clear -	Jumping boots
1 blue, 1 red -	Earth sword

## CHUCK ROCK

### Level select

On the title screen, press A, B, Right, A, C, A, Down, A, B, Right and A. The guitarist will stop playing and smile at you. Now press A, B and C together, he'll smile again to show that the cheat's

worked. Start playing the game and use the following combinations to access the other levels.

A and Up - Go forward one level.

A and Right - Go forward one stage.

A and Down - Go back one level.

A and Left - Go back one stage.

## COOL SPOT

Level select, infinite time, infinite health

Pause the game and type in A, B, C, B, A, C, A, B, C, B, A, C, then unpause it. You will now have full health, lives, time and skip to the next level.

## COSMIC SPACEHEAD

### View Game

After selecting English language, press A, B, C, A, B, C and Start for a full viewing of the game.

## CRABHALLAD

### Level select

C, Right, A, B, B, A, Left, Left, A, and Down

Activates the level select. On releasing the START button the first two digits can be set to the World and Level numbers. Press A + B + C while paused to return to the title page and the game will start on the requested level.

## CRUE BALL

### Level Select

Listen to level six on the sound test, then press A, C, A and B followed by Start. You may now advance levels by pressing B and Up once the game has begun.

## CURSE

### Configuration mode

Reset the game, hold A and press Start.

## CYBORG JUSTICE

### Cheat Mode

To obtain a secret options screen, pause during a duel or arcade game and press C, B, B, C, C, A, C and B.

## DANGEROUS SEED

### Extra credits

Start the game and then from the opening demo press the joypad sequence Left, Left, Left, Up, Down, Right, Left and Right for 99 credits.

### Expert Mode

On the demo press up, down, left, left, right, right, up and down to get onto Expert Mode where enemies move faster and their bullets are bigger. When activated, you should hear a tinkle and the title will turn blue.

## DARIUS 2

### Invulnerability

To be invulnerable to hits press A, B, A, C, B, C, C, B, C, A, B, A on the title screen. No hit should appear onscreen and you'll be able to start the game as usual.

### Zone select

Press C, A, C, B, C, A, B, A, B, C, A, C while you're on the title screen to get a zone select.

## DEADLY MOVES

### Passwords

To have maximum power against Ranker, enter this: MPV XRPO JM7.

## DESERT STRIKE

### Level Codes

Level 2 - BQJRAEF

Level 3 - TLJKOAP

Level 4 - WTEOUJP

### Ten lives

Enter this code for ten extra lives:

BQQQAEZ

## DEVIL CRASH

### Extra Balls

### Password

DEVIL CRASH

TECHN OSOFT

09563 35555

TF2hz TF3EM

LUCKY LUCKY

### Score Ball

390,0007

2,000,00010

555,50033

464,90010

77,7007

When you think that the ball is going out, press A and display password, then start the game. The game starts with the ball in your possession.

### End sequence

Enter the following code to do battle with the end-of-game demon:

ALCLAE8ECK

## DEVILISH

### 99 Balls

During the title screen, hold down buttons A, C and Left on the control pad.

## DINOLAND

### Test card

When the "Wolf Team" logo appears, hold down A, B, C and press Start. A test pattern will now appear.

## DJ BOY

### Demo play

After play, your actions will be repeated in the demo.

### Bonus items

On level three, hit the third barrel to reveal lots of coins and other items.

## DRAGONS FURY

### Start with 10 Balls

Enter the password Tech-nosoft

## DYNAMITE DUKE

### Hidden Options Screen

Press C ten times before pressing Start

## DUNE II: BATTLE FOR ARRAXIS

### Passwords

House Atreides

- 1) DIPLOMATIC
- 2) SPICEDANCE
- 3) ETERNALSUN
- 4) DEFTHUNTER
- 5) ASHLIKENNY
- 7) SONICBLAST
- 8) DUNERUNNER

House Harkonnen

- 1) DEMOLITION
- 2) SPICESATYR
- 3) BURNINGSUN
- 4) DARKHUNTER
- 5) EVILMENTAT
- 6) ITSJOEBWAN
- 7) DEVASTATOR
- 8) DEATHRUNER

House Ordos

- 1) DOMINATION
- 2) SPICESABRE
- 3) ARRAKISSUN
- 4) COLDHUNTER
- 5) WILYMENTAT
- 6) SLYMELANIE
- 7) STEALTHWAR
- 8) POWERCRUSH

## EA HOCKEY

### Best shots

Slap shots are best played from the blue line. Take time with your passes and move in close to goal, skate from side to side across the goal mouth and when you see an opening tap C. This tactic, if performed properly, will cause the goalie to move out of the goal.

### Password codes



D7K76Y43HYMPTSW4  
D7SDPH67BFGZVJDC  
D7YJVYGD72VMLL2  
D76YDLPJJ39NMHZ

## ECCO THE DOLPHIN

### Blue Whale Control

Press Up, A, Down, Left, B, Left, C, C and then Down when you swim Ecco next to the Blue Whale on level 10. Once this is done, you can control him. It takes practise.

### Invincibility

When you get to the screen explaining the next level, press and hold A and Start. The game will pause but if you unpause it, there will be no music and you will be invincible.

### Code

Enter **SHARKFIN** and press Start. Your sonar will now kill jellyfish and you will not need to go up for air.

### Level select

Go to the password screen and enter **PLEASE** followed by any of these letters.

Ice Zone	-	EE
Pteradon Pond	-	FF
City of Forever	-	GG
Under Caves	-	HH
Deep City	-	II
Last Fight	-	KK
Origin Beach	-	OO
Marble Sea	-	QQ
Open Ocean	-	UU
Ridge Water	-	WW
	-	ZZ

### Infinite lives

Enter the following code: **NIHPLD** (sdolphin backwards).

### Passwords

Undercaves	-	WEFID-
NMP	-	
Vents	-	
ZYUELFMB	-	
Ridge Water	-	
NRAVEEIP	-	
Lagoon	-	NGB-
BLFBM	-	
Ocean	-	YWGT-
TJNI	-	
Hard Water	-	
RGQRHEIX	-	
Cold Water	-	
UVJUBUXK	-	
Island Zone	-	LYTIO-
QLZ	-	
Deep Water	-	
SJVL TJNW	-	FZT-
Marble Sea	-	
PVJND	-	
The Library	-	GYZM-
BUKU	-	
Deep City	-	FAZZI-
FLZ	-	
Jurassic beach	-	
ZA0UNLG	-	
Pterodactyl Pond	-	LLH-
FUNLA	-	
Origin Beach	-	MPA-
JUNLC	-	
Trilobite Circle	-	FEU-
MUNLE	-	
Dark Water	-	CRN-
QUNLO	-	
Last Battle	-	KQC-
NMLX	-	

## EL VIENTO

### Level Select

During the game press pause, then press

Up, Left, Right, Down, and B, you will now progress to the next stage.

### Multi Magic

Similarly, after pausing, press Up, Left, Right, Down and C. You should have acquired a spell, repeat four times to gain all four spells.

## ESKAT

### Level select

Finish the game and when back on the title screen, press the Right and Down diagonal and A, B and C simultaneously while pressing Start. You will get a level select.

### Extra energy

When your life bar only has one remaining unit and you're hit again, hit the fire button. You will still be alive - with no energy though - and will most definitely die when hit again.

## EVANDER HEAVYWEIGHT'S BOXING

### Defeat Evander

To defeat the almighty Heavyweight champ himself, all you have to do is stay close to him and keep alternating between left and right hooks, this process will cause Evander to sustain a cut above the eye and a broken nose, and will result in the fight being stopped due to a technical Knock-out. By repeating this process you will also win each round on points.

### Green madman

Choose the new career option and call your boxer **The Beast**. You will now have an incredible hulk fighter with the best possible statistics.

## FX-MUTANTS

### Cheats Screen

Enter the options screen and set the music to 05 and the FX to 21. Go to exit and hold down A, B and C, then press Start.

## F1 CIRCUS

### Weather Setting

You can easily clear every stage of training mode by flicking into reverse gear and going round the circuit in the wrong direction.

### Weather control

When setting the course, hold down Start and Down and press A for a cloudy day. Hold down Start, Up and press A for sunshine.

### View ending

From the game mode select screen, choose World Championship. After you've entered your name correctly, press the Up and Left diagonal, B and Start. You will now be taken to the closing credits of the game.

## F-22 INTERCEPTOR

### Level Codes

USA Campaign	-	OHG) 1)
Korean Campaign	-	7DGO02
Iraqi Campaign	-	K10BOU
USSR Campaign	-	F22F22
Aces Campaign	-	M10106

## Fairy Tale Adventure

### End game sequence

Enter the following password to see the end of this massive adventure game:  
**7R2KUL6RSZXSK6NHGS**  
**DCB720663RI2HO785P**

## PANTASIA

### Increase lives

There's plenty of opportunity to increase your lives and magic on the water stage. Get to the point where the platforms take

you in an upwards direction. Jump to the top one and get the extra life located there. Now get to the point in the level where the magic book is located. Pick it up and keep moving right to the site with the treasure chest. Enter the chest and you will be miraculously transported back to the platforms. Just continue picking up the extra life until you think you've got enough or are absolutely bored with the procedure.

### Bonus items

When starting stage one, go down a flight of stairs and shoot at two small enemies. Two brooms will appear from the right, take them along to the left and shoot the first one, then loads of items will appear on the stairs.

## FASTEST ONE

### Invincible tyres

Enter your name as **HAPPY NEW YEAR** in World Championship mode to get invincible tyres.

### Viewing mode

Choose test mode and on the team select screen hold down Right, B and Start.

## FATAL FURY

### Controlling Geese

To play as Geese, hold down the direction pad in left when you select your playing mode.

### Infinite continues

When you have lost a game and the continue screen appears, hold Up and press A, B and C simultaneously. Now let go of the buttons and press them all once more. Your credits will now go up by one each time you do this.

### Different Ending

After beating Geese Howard without using a continue, keep a throw button held for a different ending.

## FENOS

### Extra credits

Start the game as usual and when Chapter 1: Devil in Diros appears onscreen, enter the sequence C, A, B, A, C, A, B, A for a very handy extra nine credits.

## FIFA SOCCER

### Tournament passwords

Quarters	-	Arg Vs Can F74YBB79PT
Semi's	-	Arg Vs Aus F74YBB591D4
Final	-	Arg Vs Eng

F74YBB85P1P9

### League Password

To win 13 out of 13 with EA Allstars -

QP5CW4J1PY1MR

Play offs

Final with EA Allstars - X8XZW4TR1PH

## FIGHTING MASTERS

### Same players

Select two players from the title screen. When selecting the first player, put your cursor over your favourite monster and press Up and A simultaneously. The same monster will now come up on player two in a different colour.

### Championship edition

On two player character selection, press Up and A simultaneously to change the colour of your monster.

## FIRE MUSTANG

### Extra life

For an extra life, hold Left and C and press Start from the title screen.

### Power-up

From the title screen hold Right and A and press Start to begin the game with full power-ups.

## FIRE SHARK

### Full power-ups

Finish the game once and you'll have full power-ups the second time.

### Level select

Go to the explanation of level screen (after the title screen) and then press A, C, Up and Start to enter the round number.

## FLASHBACK

### Codes

Easy	Normal	Expert
1 PIXEL	1 FALCON	1 CLIO
2 BETSY	2 DATA	2 ACRTC
3 PANCHE	3 MILORD	3 BLOB
4 STUDIO	4 QUICKY	4 STUN
5 TOHO	5 BIJOU	5 MIMOLO
6 AKANE	6 BUBBLE	6 HECTOR
7 INCBIN	7 CLIP	7 KALIMA

Last code is **CYGNUS**.

To get through closed doors, pillars and walls, stand right up against them (but facing in the opposite direction). Now press A and forward to run from the door, then as soon as you start to move, take your finger off the A button and turn back to face the obstacle and press A again. Now will now be pushed through the wall/pillar/door but you must remember to keep the button pressed until you are all the way through or you will be stuck.

### Make Enemies Disappear

Enter **PIXEX** on the Password Screen.

## FLINTSTONES

### Level Skip

On the title screen, hold A, B, C and Left together, let go and press Start. Now push a direction to skip levels.

## FORGOTTEN WORLDS

### Infinite continues

To get infinite continues just play in two-player mode and when one player dies, hit Start several times in rapid succession. It's really that easy.

## GAIN GROUND

### Level select

Go to the option screen and press the controller sequence A, C, B and C to make a level select option appear in the menu.

## GAIARES

### Invincibility

Pause the game and then hold Left, A and C. The screen will pause for a second. Continue the game and you will be invincible.

### Level select

Hold A, B, C and press Start. Set sound test to 18 and hold A on the second controller to get a level select option.

## GALAHAD

### Infinite lives

Type in the code **LTUS**, then press A, B, C and Start to skip the levels.

### Passwords

Level 2: **ZXSP**  
Level 3: **LUFT**

## GAMBITLET 4

### Loads of Health

Enter this code to give you a much healthier character than you could ever hope for:

**5:8TPYC76XAO:5LJL3D846TEO63COA**

### Passwords

From the options screen select Quest



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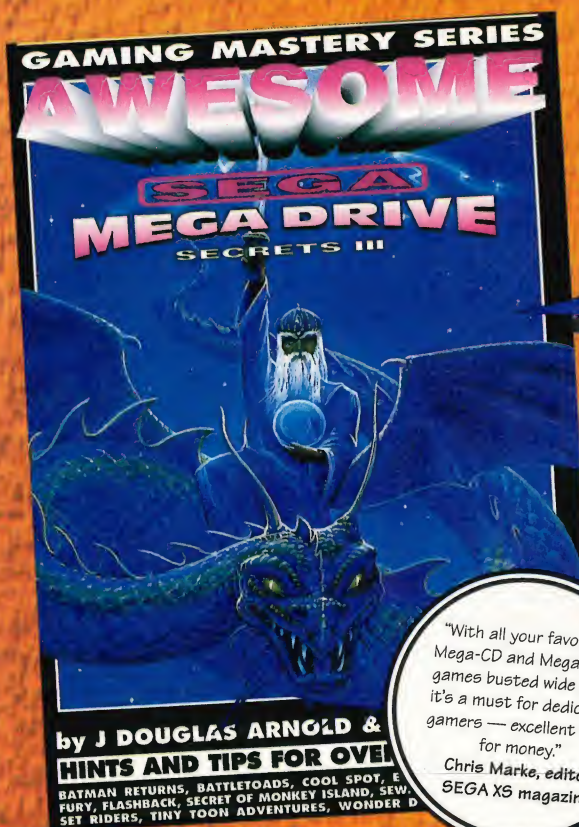
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Mode and then the Continue option to allow you to enter these passwords. Ensure you select the correct character before entering the data.

Thor The Warrior

YLOG: J4E97 X-TE8  
68X0P W09+W 3+CX1

This will give you over 20,000 units of health, loads of items and access to the castle.

Thor The Warrior

Y6TDR 7G0RL 94TE9  
47CD5 A4X6R 3+CLP

This will let players tackle the towers and the tower dragons with enough health to win.

Questor The Elf

9FYWR MP7:9 90JU-  
XP+5X +KDP= -C3RH

This will give the Elf a lot of extra power.

Thyra The Valkyrie

:ECTM L-FU9 F9994  
=135G -8+0T X4M:Y

This will give Thyra many different strengths.

## GHOSTBUSTERS

**Invincibility**

You're invincible if you're on the stairs.

**Boss beating**

Stay in the right corner and shoot bubbles to kill the boss on level two.

## GOULDS 'N' GHOSTS

**Invincibility**

Go to the option screen four times. Then, from the title screen, press A four times, Up twice, Left, Right, Left and finally Right once again. Then, hold down button B and press Start to become invincible, invulnerable and in complete control of the situation.

**Start Game at the Final Boss**

On the title screen, press A 16 times, Up, Down, Left, Right and then wait for a chime. You should now press Down, Right, A and Start together.

## GLOBAL GLADIATORS

**Extra lives**

Pause the game and press A, A, B, B, B, C, C, C, C, B and A. If a voice calls out "You cheater", repeat until you get all the lives you need.

**Level skip**

Pause the game and press B, C, B, A, B, B, C, B, A and B. Unpause the game and it automatically goes to the end of the level.

**Infinite lives**

When the Virgin logo appears, press A, B, C, B, A, C, A, B, C, B, A, C.

## SOOS

**Invincibility**

Type in MESIENTOTANFEL12 on the password screen to activate the cheat mode. You are now invincible in your quest for immortality.

## GOLDEN AXE

**Level select**

On the player select screen, hold the Right and Down diagonal, B and Start simultaneously to get a level select.

**Extra credits**

Once again, from the player select screen push the Right and Down diagonal, A, C and Start simultaneously to gain nine credits.

## GOLDEN AXE 2

**200 Magic Units**

Keep button A held down while fighting a guardian and, when he dies, let go and don't touch anything. You will then have 200 magic units.

**Extra Credits**

Get on the title screen and move to the

"Options". Press A, B and C simultaneously. Keep them held down and enter the options screen. Let go of A, but keep B and C pressed down. Move down to the "Exit" and press Start. Choose a one or two player game and then a normal game by pressing A. You will see your credits increase from three to eight.

**Level Select**

Get onto the title screen and move to the options. Press A, B and C simultaneously. Keep them held down and go to the options screen. Let go of C, but keep A and B pressed. Move down to the exit and then select your player. A level select will appear.

## GOLDEN AXE 3

**Level Select**

Press A, A, A, A, Start, C, C, C, C, C, and C at the first Character select screen quickly.

## GRANADA

**Unstable character**

Once you've completed the game, wait until the music ends and press A. Your character will fall over. Weird.

## GRANDSLAM TENNIS '92

**Hidden options**

During the password screen, enter CONFIG and fill the remaining spaces with full stops. You will now go to a hidden options screen where you can alter the level of play, sound test etc.

**Different Set of Players**

Enter GRAND.SLAM with the full-stop in the middle and filling in the rest of the spaces with full-stops to get better players.

**New Player**

Entering this password gives you a new player called Mickey D:

GCA IVE MKQ NGC QFT  
FIQ AAA AAA AAA AAA  
AAB KVK VKV AAA AAB

## GREENDOGS

**Rapid Fire Discs**

Press Start, C, A, B, A, L and L.

## GYNOUS

**Easier Mode**

Go to the Game level on the options screen and press A, B, C and Start.

**Level select**

On the options screen, put the cursor on the control menu option and hold A, B and C simultaneously for around ten seconds to get a handy level select.

**Infinite credits**

When the game over message appears, hold Left, A and C and press Start to prevent your credits decreasing.

## HARD DRIVIN'

**Practice level cars**

Play a normal game and then enter practice mode. Cars will miraculously appear on the track.

## HELLFIRE

**Extra continues**

Select hard on the options screen then go to the sound select and listen to any tune for over 70 seconds. The game should start and "YEAH RIGHT" will appear where it should say "Difficulty Setting". This will inform you that the cheat mode has been activated and you have 99 continues.

## HERZOG ZWEI

**Passwords**

5 Wins - GGGKHAGOKLO  
12 Wins - BPHOHACAGML  
19 Wins - NPLOFOCAGKP  
22 Wins - IMLPFEGEMLC  
25 Wins - JAJJBPDNMC

28 Wins - LLOPBDPIKJ

31 Wins - JIJOMGJAOKL

**Password buster**

Try any of these passwords to get further in the game:

JLJOIGJBOKO

LHJKINAFAMA

JLJOIGLAOKN - last level

## HUMANS

**Unlimited tribe members**

Rescue the extra man, press Pause and restart the level.

**Passwords**

Level 60	-	YNTBXYJYNWLK
Level 61	-	FQXKPTYLQJZM
Level 62	-	TZYMBQSRFZM
Level 63	-	BSHJMJTMFCFS
Level 64	-	LTLJQVMRYZLM
Level 65	-	NCHQVFQXFQZH
Level 66	-	MFGLYVGRQVZP
Level 67	-	QTSDFMBYTMJJ
Level 68	-	CLYBHVQNGBYN
Level 69	-	ZWXGZQRGLPPN
Level 70	-	VWPKNRXKXYTR
Level 71	-	NCHMNXGHZGLS
Level 72	-	TWJZBHKTMHCP
Level 73	-	TQVCXVNEFFZZN
Level 74	-	QLMVQJNJMZLC
Level 75	-	VKPKLSLLYTFC
Level 76	-	DWJPHYKDGPHYT
Level 77	-	RKLDKFSJBSJZ
Level 78	-	TYZNGBCBWPJV
Level 79	-	BCDDSNZQZYPC
Level 80	-	XPMNWJFKFNQZC

## THE IMMORTAL

**Level codes**

6E1EC21000E10 - level 3  
465FA31001EB0 - level 4  
D4BFD41000EB0 - level 5  
BCFEF51010A41 - level 6  
6B10F61010ACL - level 7  
E590D710178C1 - level 8

**Invincibility**

Wait for the level name to appear and hold down Start. Now hold down A until the game appears and finally release A to make yourself invincible.

## INDIANA JONES & THE LAST CRUSADE

**Level select**

When the Lucasfilm logo appears, press A, B, C, B, C, A, C, A and B. The level option will now have SHHHHHHHH instead of normal.

## INSECTOR X

**Infinite credits**

When you get the game over screen showing the continues counting down, hold the Right and Down diagonal while hammering the C button continuously. You can do this at any time to gain extra credits.

## JAMES POND

**Open all exits**

On the title screen press C, Left and Start. During the game press A, B and C simultaneously while rotating the joystick. This will open all exits, making the game much easier.

## JAMES POND 2: ROBOCOD

**Invincibility**

On the first roof collect the objects in the following order: Cake, Hammer, Earth, Apple and Tap (CHEAT).

**Infinite Lives**

In the sport zone, after crossing the spikes, collect the objects in the following order: Lip, Ice-cream, Violin, Earth, Snowman (LIVES).

**Extra Power**

Once you have passed the second spike pit on the first sports zone collect the objects to spell P, O, W, E, R.

**Level select**

On the title screen, push A, C, Down, Left and then Start. You should now be taken to an options screen from where you will be able to choose your starting level.

**Turn Your World Upside-Down!**

Pause the game and type C, A, B, B and A on any level (excluding bonus levels) and the screen will either flip upside-down or you will complete the section.

## JAMES "BUSTER" DOUGLAS

**Extra continue**

When you die, wait for the game over message to appear and press Up and Start together. You will be able to continue where you left off as you'll be awarded an extra continue. This only works once, so only use when you're right out of continues.

## JENNIFER CAPRIATI TENNIS

**Best Player Password**

To get the best player, enter the following password  
I. \$.CAPRIATI

**Change attributes**

Enter the password CONFIG and fill up the rest of the space with dots.

**Male Players Password**

To obtain male players, enter the following password: GRAND.SLAM..

## JOHN MADDEN '92/'93/'94

**On-Side Kick**

Retain possession at the kick off by repeatedly jabbing the kick button very quickly as the kicker starts to take his run up. The defence should recover.

**Field Goal Block**

Select Punt Block and, using the right inside linebacker, diagonally charge at the kicker.

## JOHN MADDEN '92

**Password buster**

Try any of the following to participate in various stages of the game:

0465100 - quarters  
0075121 - semi finals  
0475352 - Superbowl

## JOHN MADDEN '93

**Running the clock-out**

When the play description comes up, hold up on the D-pad and tap C. The clock will now continue to tick.

## JUNGLE STRIKE

**Codes with 16 lives**

Level 4 - XT6XYL6PF6M  
Level 5 - VNHYWMGZBC9  
Level 6 - WSFXW4MPYHJ  
Level 7 - THPD96PGCLN  
Level 8 - N4SC37S6MWB  
Level 9 - NZY9SDBR9Y6

**Level Codes**

Level 2 - RXW6YKRVMCZ  
Level 3 - 9WP39NSHJKW  
Level 4 - XNL4FD397SW  
Level 5 - V4MCD39VSPK  
Level 6 - WMK3W746JK7  
Level 7 - TGZX4CFDYRP  
Level 8 - 7L5PCF3BRWC  
Level 9 - N4HCFK9XVNX

**Extra Lives**

On level 7 - River Raid, four extra lives can be found under four small pyramids at the top of the map. These are approximately in the centre of the level by three skulls on pillars. Blow them open and the lives are all yours!



# JURASSIC PARK

## Level select

Enter this code: 021660016. Select options and leave the screen straight away. Change the player to Grant and start the game. Now a level select should be presented.

## Level Select

Enter this code: 02160016. Select options and leave the screen straight away. Change the player to Grant and start the game. A level select is now offered.

## Level Passwords

GRANT  
Power Station - 240P0021  
River - 4A3PG0A4  
Pump House - 621C002N  
Canyon - 81VVMF20  
Volcano - A69KJG6U  
Centre - C V V V V V T 4

## RAPTOR

Power Station - I21G0027  
Pump House - K21G0029  
Canyon - M21G002B  
Centre - 021G002D

## Maximum Ammunition Codes

Enter these codes to give Grant full weapons:

Jungle O V V V V V U P  
Power Station 2 V V V V V U R  
The River 4 V V V V V U T  
Pumping House 6 V V V V V U V  
Canyon 8 V V V V V U 1  
The Volcano A V V V V V U 3  
The Visitors Centre C V V V V V U 5

## KID CHAMELEON

### Final Boss Warp

To warp straight to the last boss, Plethora, go to the Lake Woods 2 level. Fight your way all the way to the end and jump onto the last prize block above the exit. Now press the Down, Right diagonal and press the jump and special attack buttons at the same time. The screen will fade and you will be warped to the last boss.

## KING OF THE MONSTERS

### Extra Continues

Press A, B, C and Start when you're on the title screen. Press A and an options screen will appear giving you 12 extra continues.

## KLAX

### Special game

Hold the Left and Up diagonal, A, B, C and Start simultaneously from the title screen for a special game.

## KRUSTY'S SUPER FUN HOUSE

### Open all the doors

Reverse the game designer's name, WILLIAMS, to S M A I L L I W, and enter this on the password system. You can now freely enter all of the doors on all of the levels but you still have to solve all the puzzles. The Open Doors cheat also gives you infinite lives.

## Level Passwords

2 Whoamama  
3 Flanders  
4 Brockman  
5 Sideshow

## LAKERS VS CELTICS

### Password buster

With the following code you get to play the LA Lakers against the Philadelphia

76'ers with just one game needed to win the final: 3 L 2 G 7 S.

## LEMMINGS

Codes  
FUN TRICKY TAXING MAYHEM  
PRES SUN

1 RXBGD FFBMD FZBGD SQBMD TRDWVHLDCW  
2 WQHMN XMJWF GDHFP HZJSG ZXLYGBVLJY  
3 TXBGD DZBJF JLBDF SFBKFF YJDTWNPQZ  
4 YQHMN WXJSG KHHKP QDJTG KRLQKHRMKK  
5 LNBJM ZPBLN BFBGN VKBCR XRFMJMTFFK  
6 QGHPW SNJVP HJCB KJMS DWLPTGMYL  
7 NNBJM YSBLN KTBWQ VYBYR CHFCKSBFFF  
8 SGHPW RRRJP LQJCB SXJJT NZLDPMLMLH  
9 BYBGD RDEKF YHBVH PNBXJ XVDVWNBZDW  
10 GRHMN KCJTG ZLHXS JMJWF DZLYG  
MPMZB  
11 DYBGD VSBZH CTBRJ TREMDCLDTW  
TFFNB  
12 JRHMN NRJJK DQXHS RQJWFNSLQK  
NHMKC  
13 VNBJM RJBCR VMBTR RSLNBTFMJ  
DGFHF  
14 ZGHPW KHJMS BGHPW GVJVP HXLPT  
XMRG  
15 XNBJM QMBCR DNBJM WLBCRGJFFK  
FYFDG  
16 CHHPW JLJMS FLHPW JKJMS XHLHP  
DMMFL  
17 BCBJD YZBBJ JFBJD GDBCJXGDBW  
VFDVZ  
18 GVHNN RYJLK KJHLP VMJLJLLDH  
PPMBD  
19 DCEJD XLBYJ MQBFF GSEYJCWDKW  
BVDGW  
20 JVHNN QKJL NMHLF DRJLJLNDLVK  
VWLQX  
21 VRBKM TBBBS FKBNH PPBSMBFFRJ  
ZYFFG  
22 ZKHQW MZJKT LRJDB DRJCPHJLFT  
TBMQH  
23 XRBKM SFBBS NYBXQ PDBQNGTFNK  
GWFJW  
24 CLHQW LDJLT PVJDB MCJZPRMLJP  
ZFMDM  
25 LCBJD LQBYJ CNBWH JSBNFBJDBW  
BWFJB  
26 QVHNN DPJLJ DRHYG CGJPKHMLDH  
XYLNX  
27 NCBJD PQBND GYBSJ NLBFJGXDXW  
FQDBX  
28 SVHNN HPJXF VHYS LKJPKRFLVK  
YRLLY  
29 FSBKM LGBQM YRBVR LMBDSFGFRJ  
JYFTJ  
30 KLHQW DFJZN LRSHW ZNJNTLKLTT  
CBMFL

## LUX ATTACK CHOPPER

Passwords  
Libya - CBCARHG  
Majestic 12 - CQAAAF  
Anterior Nova - CQAAIEA  
Reindeer Flotilla - CQAAQHA  
Phoenix - CQAAAYG  
Rainbow Veil - CQAAAVC  
Chess - CQAAIUC  
Lobster Quadrille - CQAAQXC  
Hen House - CQAAIYC  
Desert Two - CQAAJFE  
Flaming Arrow - CQAAJEE  
Plain Aria - CQIERDG

Central Europe - CBSER?G  
Domino Mirror - CSIEIYE  
Chess - CSIEQ6E  
Arc Lite - CSIEY4E  
Anterior Nova - CSIEBJC  
Reindeer Flotilla - CSIEJIC  
Hop Toad - CSIERLC  
Olympic Torch - CSIEZKC  
Lobster Quadrille - CSIEBZA  
Grand Theft - CSIEJYA  
Flaming Arrow - CSIER6A

## Vietnam

CDCEA9G  
Lobster Quadrille - CQIEZCG  
Reindeer Flotilla - CQIEBRE  
Flaming Arrow - CQIEJQE  
Hen House - CQIERTE  
Lava Lamp - CSIEZSA  
Anterior Nova - CSIEAJG  
Gemini - CSIEIIG  
Chess - CSIEQL6  
Binary Rainstorm - CSIEYKG  
Freedom Train - CSIEAZE

## LOTUS TURBO CHALLENGE

Passwords  
Night - SLEEPERS  
Fog - HERBERT  
Snow - BUSINESS  
Desert - APPLEPIE  
Interstate - STANDISH  
Marsh - MALLOW  
Storm - TEA CUP

Enter SLUGPACE for infinite turbos and MANSELL to be able to go through the game non stop.

## M1 ABRAMS BATTLE TANK

Unlimited ammo and invincibility  
Wait for the demo screen, then press B, B, C, B, C, C, B, C, B, B, C and then Start. Be careful, as you can still run out of fuel.

## MARVEL LAND

### Password buster

Enter the code TRIDENT to get to the end of the game.

## MASTER OF MONSTERS

### End sequence

From the sound test screen, press A, B, C and Start again.

### Change text to English

If you hold the Left and Up diagonal, you'll get English text.

## MAZIN WARS

### Bosses Only

Play the last sound effect and music from the options screen and then start the game. The levels should have disappeared, leaving you free to just fight the bosses.

## MESA-LO-MANIA

### Extra Men

Go to the options screen and select the number of men for your mission. Now put them on the island of your choice. Go back into the options screen and press C to decrease your men to zero. You will now still have the same amount of men on the island but the number carried forward to the next island will be greater.

### 200 Men

Enter SIZCSVL0PNL as the password.

### Hidden Sinistar

Enter JOOLS on the password screen to obtain a version of the old time shoot-'em-up.

## Codes

SCARLETS TEAM  
1st Epoch + 200 men  
SIZCSVL0PNL  
2nd Epoch + 200 men  
XROPNH  
2nd Epoch + 100 men  
CYIWMZ

## OBERONS TEAM

2nd Epoch + 100 men  
CYFIWMB  
4th Epoch + 100 men  
ZLXXSJ  
5th Epoch + 100 men  
DOYFYXSP

CAESARS TEAM  
2nd Epoch + 100 men  
BYFIWMY  
3rd Epoch + 100 men  
DOYFYXSK

MADCAPS TEAM  
2nd Epoch + 100 men  
ZLIWMA  
3rd Epoch + 100 men  
ZLXXSM  
4th Epoch + 200 men  
WLDRTQ  
5th Epoch + 287 men  
QESCFEXHUI  
6th Epoch + 138 men  
CHIUUEHC  
7th Epoch + 159 men  
IHWAKADANG

## Level codes

Level 2 - GXADZXFWMME  
Level 3 - ECBDRZLIWMA  
Level 4 - CHBDVZLXXSM  
Level 5 - SYZCHWLDRTQ  
Level 6 - QESCFEXHUI  
Level 7 - DWCCHIVECHC  
Level 8 - JSVADMMBQHY  
Level 9 - IHWAKDUHNG  
Level 10 - KLFZDFMMWM

## MERCS

### Full energy

Find the gold first-aid kit. Let your energy approach maximum, pause the game and select another player. Continue doing this till the entire team is on maximum energy.

### Faster enemies

To enter a really challenging game, go to the original Commando mode and press A, B, and C at the same time. While holding these down, press Start and you will begin an even tougher battle. You'll find that your enemies are faster and more intelligent.

## MICRO MACHINES

### Infinite Lives

Pause the game and press B, Down C, Down, Up, Down, Left and Down. Unpause the game to receive infinite lives.

### More speed

Pause the game and press Up, Down, A, B, Left, Right, C and Start.

### Harder Game

Pause the game and press Left, Right, Left, Right, Up, Down, Start and Down.

### More grip

Pause the game and press A, Up, B, Down, C, Left, Start and Right.

### Faster Car

Press Up, Down, A, B, Left, Right, C and Start

### Tougher Opponents

Press Left, Right, Left, Right Up, Down, Start and Down

### Better Car Traction

Press A, Up, B, Down, C, Left, Start and Right



**More Damage on Impact**  
Press C, Up, Left, Right, A, B, A, C and Start

## MIDNIGHT RESISTANCE

**Level skip**  
While on the title screen, hold down C and Start. During play, pause the game and press A every time you wish to advance to the next level.

## MIS-29

### Level Codes

Here are the passwords:

1. ECFPGTVDFBAJZB
2. KHXNWRJAGGGOH
3. SNUMNT1FJGRDOD
4. OTUTMCMQDCTVJA
5. KRSTOVCOELXQLG

## MOONWALKER

### Level select

Hold Up, Left and A on controller two. Then press Start on controller one and select a one player game. Use Left and Right to skip through the levels.

## MORTAL KOMBAT

### Cheat Screen

On the choice screen, type in Down, Up, Left, Left, A, Right and Down.

### Green Reptile

Go to the Cheat Screen and choose the pit as your first screen. Then select PLAN BASE ONE. You will start in the pit with strange objects flying past once you have defeated Cage. You will then meet the Reptile in the pit.

### Double Flawless Victory against Shang Tsung

Crouch down and Shang Tsung will fire three Fireballs and then approach you. Crouch Kick him repeatedly as he has no defence against this move.

### Blood code

On the ethical code screen, press A, B, A, C, A, B and B for the screen to be coloured red and the blood will now be activated.

### Flag effects

- FLAG 0 – One hit kills the CPU.
- FLAG 1 – One hit kills you.
- FLAG 2 – Make UFOs and Witches go past the moon so that the Green Reptile can appear.
- FLAG 3 – Makes strange objects go past the moon.
- FLAG 4 – Green Reptile gives you clues on how to find him on each round.
- FLAG 5 – Infinite credits.
- FLAG 6 – The computer does fatalities on you.
- FLAG 7 – Always stay in the palace gate.

## MUHAMMAD ALI BOXING

### Rank progression

Play the first match and take the first three characters and add it to the following codes:

- 8th: KEH7Z
- 7th: EBX7Z
- 6th: 5C77Z
- 5th: B4N7Z
- 4th: 2N47Z
- 3rd: W7C7Z
- 2nd: WXB7Z
- 1st: 4XE7Z

### Fight Muhammad

Go to the Tournament mode and enter the saved game, answer yes. Enter either H07KKRCZ for the simulation or 007KKRCZ

for the arcade and you will fight Muhammad.

## M.U.S.K.A

### Full Firepower

To power-up, pause the game and press B, B, C, B, B, C, Up, Down and A, unpause to continue.

## MUTANT LEAGUE FOOTBALL

### Passwords

- CNL111111Y – War Slammers
- 1CK111111H – Death skin Razors
- 4CK111111L – Vile Vulgars
- FMK3XYSL1Q – Dark star Dragons
- 2CK111111D – Icebay Bashers
- HGK111111J – Killer Konvikts
- 3CK111111F – Midway Monsters
- JH111111G – Misfit Demons
- GK111111D – Psycho Slashers
- 5CK111111M – Rad Rockers
- BCK111111J – Road Warriors
- KLK111111L – Screaming Evils
- CBK111111J – Sixty Whiners
- LJK111111M – Slaycity Slayers
- MLK111111J – Terminator Trolz
- NMK111111Q – Turbo Techies

## NBA JAM

### Power-up the Defence

Go to Tonight's Match-up screen and tap any button five times. On the fifth tap, hold the button down until the court appears.

### Turbo-Charged Game

Go to Tonight's Match-up screen and tap any button 13 times. Now hold B+C until the court appears.

### Unlimited Turbos

Go to Tonight's Match-up screen and tap all three buttons seven times. On the seventh tap, hold down until the game starts.

## THE NEW ZEALAND STORY

### Increase credits

While the demo is playing, rotate the controller either clockwise or anticlockwise several times. When you die during play, you should discover you have nine credits.

## ONSLAUGHT

### Password buster

Enter all zeros as the code and you'll automatically receive almost all the squares on the map. You'll only have the relatively easy mountainous areas left to complete.

## OTTIPHANTS

### Level Codes

Basement: JYFF  
Construction Yard: AOHT  
Office: PIHE  
Jungle: NRCF

## OUTLANDER

### Passwords

To ease your trip through the badlands, try these codes:

- Level 1 – FYBY1QZFQ240Q0
- Level 2 – 89D020JCY8CZ8
- Level 3 – P69H0SK7YCKCX
- Level 4 – TZZY2159Q9YK80

## PGA EUROPEAN GOLF

### Double your Winnings

Play the game as normal and save it on the eighteenth hole, just before you tee-off. Play the last hole and go to the option screen to check your score. Restore the game you just saved and play the last hole again. All the money you win from this is added to your score. This can be done as many times as you want.

### Perfect your Shot

Save the game at the beginning of each shot and if the ball flies off in the wrong direction then you can just restore it and

play it again until you get it right.

### Set up Shots for the Computer

Let your opponent get on the green and then press START. Now go to shot and select green. The computer will show you a plan of the green. Move the cursor in either direction as far as you want and then continue the game. The computer will now take the shot!

## PGA TOUR GOLF II

### Beat computer

Select a Skins challenge, and choose the computer as your opponent. Wait until he is on the green and press Start. The options screen will appear. Select "Green" from the menu and press A. Now move the cursor in any direction you want and press Start again. Your opponent will now take the shot that you've just set up!

## PHANTASY STAR 2

### Living longer

You are most vulnerable during fighting stages, so this hint could prove vital to your longevity. Alternate pressing C and B as you walk. Button C opens the sub-screen menu while button B closes it. There's a quirk which prevents monsters attacking you if you do this. It isn't fool-proof but works most of the time. It's a tricky manoeuvre so try the following; step forward, press C, press B, step forward...

## PHELIOS

### Six continues

Press C, A, B, A, C, A, B, A on the chapter one screen.

## PIT-FIGHTER

### Grudge Match

Press A to enter the option screen, next have player one select his fighter. Player two will need to wait until 'Grudge Match' appears before pressing Start, and may now select his fighter. The two of you will join in the fight to the finish with the computer.

### Extra continues

Play your favourite character to level eight, where you will fight Mad Miles for the second time. Pause the game, plug in the second controller, unpause the game and press Start on the second controller. Select your fighter and you will start out with three extra continues. You should now beat up your former fighter and use your current fighter to take you through the remaining matches.

## POPULOUS

### Stage select

There are 494 levels in all. You can get to any by doing the following from the password screen; type in the level number you wish to go to followed by the word BIT. Hence to get to level 327 enter 327BIT as the password.

## POPULOUS II: TWO TRIBES

### Tactics

Build two levels above the water. Try to keep the ground flat and build up your people who've settled on one level of land. You may struggle in the power stakes to begin with. However, when you reach enough manna to flood the enemies positions, the evil should be virtually destroyed.

If evil invades your land, take away land instead of building up. Then, when they have moved, fill it in again. Doing this to drives evil off your territory.

When you gain enough manna to swamp, do so on the flat land it takes longest to get to. This should wipe out loads of evil walkers. This tactic is best

employed either straight away or just before you want to claim Armageddon. **Passwords**  
**EXPERIMENT** – Maximum Experience.  
**HUMANOID** – More Mana.  
**WIBBLE** – All FX  
**NOT HALF** – Game 999.

## POWERBALL

### Best teams

For the best team in the game press B, B, C, B, B, C on the title screen.

## POWERMONGER

### Passwords

Enter:

TJ3DP2TJW7TI5PJ3DJ4PJLIKPHAK-JEKOGQ for the final level.

### Password to Play any Level

Type in Hynamberg to play any level.

## PREDATOR 2

### Passwords

- Level 2 – KILLERS
- Level 3 – CAMOUFLAGE
- Level 4 – LOS ANGELES
- Level 5 – SUBTERROR
- Level 6 – TOTAL BODY

## PRINCE OF PERSIA

### Passwords

Here are the level codes for *Prince of Persia*:

- Level 2 MTUEZQ
- Level 3 TYZJED
- Level 4 AEFRTH
- Level 5 HJKWYT
- Level 6 OOEPOY
- Level 7 DEFUUN
- Level 8 QYZOMS
- Level 9 QYZPWR
- Level 10 QYZQGR
- Level 11 QYZRQQ
- Level 12 QYZSAQ
- Level 13 QYZTKP
- Level 14 QYZUOO
- Level 15 QYZVEO
- Level 16 QYZWON

## PRO BASEBALL SUPER LEAGUE '91

### Win every match

Go to the player change screen when you are fielding and press C. You will be asked if you want to forget the match. Press C for yes and you will win 1-0. Remember, you must be fielding for this trick to work..

## QUACKSHOT

### Extra Lives

Get to the Viking Ship and climb the mast in the elevator collecting all the money bags. At the top of the elevator walk right and follow the rope path down. You will come across an extra life. Now just retrace your steps, leave the screen and repeat the process.

## RAINBOW ISLANDS

### Speed-up and red pot

By pressing Up, B, Down, Left, C, A, A and B from the title screen, you can kit yourself out with speed-up shoes and the red pot.

### All power-ups

From the title screen press Up, B, Down, Left, C, A, A, B and C to get speed-up shoes and red and yellow pots at the beginning of the game.

## RANBO 3

### Full power-ups

Get to the two firing walls in level three. Destroy everything except one of the cannons. Put the yellow icon on the dagger and go to the bottom of the screen. Stab the man in camouflage and collect what he leaves behind. Repeat this until you get 99 arrows, 99 bombs and nine lives.



## Invincibility

On stage two, there are two crates which you can blow up. Walk to the right hand crate and then walk away from it. Head right until the crate is half on the screen and half off. Fire a full power arrow at it and turn towards the right. When you reach the wall, go up and you will become invincible.

## RANGER-X

### Skip level

When playing the game, pause it and press Up, Down, Up, Down, Up, Down, C, B, A, Right and Left. You should hear some music. Press A and you can press B to Advance to the guardian or, if already there, you are brought to the next level.

### Difficulty settings

Go to Difficulty and press A, B, C, A, B, C, A, B and C. You can now play on Easy or Hard mode.

## RED BASEBALL 4

### Super-Team

The password for the Super-Team is: D333 K4K DKMEK

## THE REVENGE OF SHINOBI

### Infinite Shuriken

On the option screen, select zero shuriken and then don't do anything for 30 to 40 seconds. You'll hear a beep and the zero will turn into an infinity symbol (∞) indicating you have infinite shuriken.

### Extra lives

During the second stage (the motor mill) of level four, it's possible to pick up two lives while losing just one. This process can be repeated ad infinitum. Shoot at the base of the first conveyor belt (double jump and spray shoot). A special Musashi symbol will appear. Jump onto the conveyor belt and let it carry you backwards off the end. You'll lose one life, but you'll gain two. Continue this process as often as you want to build up lives.

## KINGS OF POWER

### Money, money, money

Go to the secret temple at 32', 2" - 6', 6". You can get all the gold from the four chests here, then go out and collect them all again for infinite gold.

## ROAD RASH

### Level codes

The following are a couple of codes to get you further in the game:

43143 067K0 01EVD 571RQ - Level 5, Diablo, £27,440  
B0000 04RD0 11CAF 56C7B - Level 5, Panda, £26,230

This code will take you straight to level four:

11111 1AJ56  
UUPT0 470AA

### Finish First Everytime

Come fifth in the first race and you will get a password that has 50,000 written in it. Change this to 11,111 and be first everytime.

## ROAD RASH II

### Any bike, any course

Go to set player on the options screen and choose Mano a Mano, then go back to the main menu and select your bike from the bike shop. Now change the player mode from Mano a Mano to Take Turns and then start the game. You will now be able to use any bike on any

course.

### Passwords

0F1A 39TA: Level 3, \$19,000 and a Banzal.

0P1I 4SK0: Level 4, \$30, 000 and a Diablo.

0CTQ 4JAG: Level 4, \$17,000 and a Diablo.

0H4R 550H: Level 5, \$20,000 and a Diablo.

## ROBOCOP V TERMINATOR

### Any Gun and 54 Lives

Pause and press C, C, A, A, B, B, C, C, A, A, B and B. Now you will see a face and you should now walk right. When you go back to the game, Pause and press B, A, C, C, C, A, B, B, A, C, C, C, A, B and unpause. You will now have 54 lives. Press A, B, C and Down to choose a gun.

### Choose any Weapon

Pause the game and press B, A, C, C, C, A, B, B, A, C, C, C, A and B. You should now hear a machine-gun sound. Unpause and press DOWN plus A, B and C to change to any gun.

### Go Down to Next Platform

Pause the game and press A, B, C, C, C, B and A. You should hear a firework sound. Unpause and press DOWN plus A, B and C.

### To Stay in Mid-Air

Go near the edge of a platform and press A, B and FORWARD when you fall. You can fall and stop a few times.

The gun can be pointed in any direction.

### Go the End-of-Level Boss

Pause the game and press A, B, B, C, C, C, B, A, A and B. You should hear ED-209's footsteps. Unpause the game and press DOWN and then UP at the same time. This will work from stages 2 to 9.

## ROCKEY KNIGHT ADVENTURES

### Crazy Hard Setting

On the Konami logo, press left 4 times, right 4 times, left 7 times, right once and left once.

### Level Skip

Press Up and Left ten times on the title screen and you should hear a chime. Press Pause in the game and then press C, B, B, A, C and B to skip a level.

### Very Hard Level

To try the secret hard level, press down six times, up twice and down twice when you see the Konami logo. It will now be selectable from the options screen.

## ROLLING THUNDER 2

### Final Password

11B - A Natural Program Desired  
The Neuron

### Passwords

Enter any of the following codes to progress further into the game:

Level 2 - A Magical Thunder Learned the Secret.

Level 3 - A Natural Fighter Created the Genius.

Level 4 - A Rolling Nucleus Smashed the Neuron.

Level 5 - A Curious Program Punched the Powder.

Level 6 - A Logical Leopard Blasted the Secret.

Level 7 - A Private Isotope Desired the Target.

Level 8 - A Natural Rainbow Elected the Future.

Level 9 - A Magical Machine Muffled the Killer.

Level 10 - A Digital Nucleus Punched the Device.

Level 11 - A Private Thunder Created the Powder.

## NOLO TO THE RESCUE

### Invincibility

On the title screen, press and hold Up and Left, then A and C. Now press B.

### Infinite everything/level select

Wait for the title screen and then hold Up, Left, A and C. Keep the buttons held and press reset. Now hold the buttons for a few more seconds and press B for a secret cheat menu.

## SAGAIA

### Unlimited Continues

On the title screen press B, B, B, C, A, A, A, B, B, C, C, C, "Free Play" will now appear at the bottom of the screen.

### Stage Select

When the title screen appears press C, A, C, B, C, A, B, A, B, C, A and C. "Zone Select" will now appear.

### Super Star Level

To enter the expert level: enter C, 12 times when the title screen appears.

## SAINT SWORD

### Level advance

On the password screen, enter TAITOZ. The game will then start from chapter six with lots of items in your possession.

## SD VALIS

### Invincibility

On the title screen, press Up, Down, Left, Right, A, B, Up, Down and Start. When you hear a chime you'll become invincible. You'll also notice that your wardrobe changes in the game.

## SENSIBLE SOCCER

### All Options Open on Beginner Level

Start a game on normal or hard level, then abort and go to the options screen and change to beginner level. Go back to your previous screen and choose cup. You now have the option of continuing the previous cup!

## SHADOW DANCER

### Level select

Press A, B, C and Start.

### Final Guardian

To clear this level successfully takes pinpoint accuracy, so time your attack well. Your first task will be to defeat the statue ninjas that are mysteriously brought to life, then the boss will send fire raging down from the heavens, this can be avoided by standing between two of the fireballs that hail downwards. At this point the boss will have raised his helmet, so you must be quick with your attack. Jump up and shoot the flashing nucleus located above the neck. But be warned as he doesn't stay vulnerable for long so the process will have to be repeated until the boss's energy bar is knocked down.

## SHADOW OF THE BEAST

### Extra lives

On the bonus level, keep to the left of the screen and keep firing your shurikens. You should kill all the Ninjas and receive 3 extra lives.

## SHINING FORCE

### Change Characters Name

Using the second pad, hold down A, B, C and then press Start. On the first pad,

you should press A, C and Start at the same time.

### Selling unwanted items

In the items display, place an item you want on the left and something unimportant at the top (position can be changed by handing yourself items in possession). Throw away the item at the top during combat and return to town. Go to the shop and you will find the item you placed on the left being sold.

### Increase your numbers

Hold down Up and start on player two's joypad and switch the console on. During the Sega logo screen keep holding down A and start on player one's joypad and A and C on player two's joypad. Start on any stage you want, your main character should have a Forbidden box, use it and the party's level rises to nineteen.

## SHINING IN THE DARKNESS

### How to defeat Dark Sol

When you reach Dark Sol's lair, fight against him with any magical weapons you have. Restore your energy with the heal ring. Dark Sol will die, but he'll come back to life. Make sure your energy is full and that the group is at experience level 60, then attack him again. Select Milo and yourself as the attackers, and use Milo's healing powers to treat the rest of the group. As long as you keep this up for a while, Dark Sol will die.

### Infinite Gold

Take a magic item that will become redundant after one use and take it to a shop to be repaired. Make sure however that you have less money than the repair job costs. Go to sleep at night and go to pick up the item the next day. You will find you have millions of gold coins. Now that's magic!

## SHINOBI III

### Unlimited Shurikins

Go into Options and move to SE. Set it to 'Shurikin'. Set the 'Shurikins' at 00 and wait to get an unlimited supply.

### Invincibility

Go into the Options and highlight 'Music'. Play the songs the songs in the following order - 'HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA and GETUFU'. You will now have invincibility when you begin the game.

## SKITCHIN'

### Passwords

Note: You must play as BADASS

MONEY	\$2000
THRASH	Best three
weapons	
SPEED	Three nitros
ARMOR	Grade five equip-
ment	
TOTEM	Vancouver
BRONCOS	Denver
BEACH	San Diego
AIRPORT	Seattle
HILLS	San Francisco
STARS	Los Angeles
CAPITAL	Washington
JAYS	Toronto
CARS	Detroit
PIZZA	Chicago
PALMS	Miami
LIBERTY	New York

## SOL-PEACE

### Stage select



On the title screen, press A, B, C, A, B, C, B, C, B, A and Start. Now go to the config menu and put the cursor on start. Choose the level number from here. If you are playing the game and want to skip a level, press A, B and C together.

## 99 ships

Follow the procedure for the stage select and then put the cursor onto mode instead of start. Push Right until the symbol MY99 appears.

## SONIC THE HEDGEHOG

### Six Emeralds

Using the stage select cheat, select special stage and get an emerald. When the game is adding up your score, press reset. Repeat the process until you have all six emeralds, then start Greenhill as normal.

## SONIC THE HEDGEHOG 2

### Two Player Turbo Shoes

Go to the two player mode, select a zone (except special zone) and find some turbo shoes. Now get killed and you now have them for the rest of that act. This works for both Tails and Sonic.

### Stage select

Go to the sound test option and select sounds 19, 65, 09 and 17. Now press reset and hold down A and Start.

### Super Sonic!

Play 04, 01, 02 and 06 on the sound test, then collect 50 rings in the game. Now press B and C and you will make the change.

### Icon select

Perform the stage select cheat and on the stage select screen, sound test the following tunes: 1, 9, 9, 2, 1, 1, 2 and 4. Highlight the stage you wish to explore and hold A and Start down. B transforms Sonic to an icon A changes the icon and C deposits the icon.

## SONIC THE HEDGEHOG 3

### Infinite Lives

Get to the launch base zone and hold the start of a Super Spin Dash between the Klaxon Alarms. You must let the alarms sound off all the time. The Robot Birds dive on you and they will keep on coming because of the alarm. Kill as many as you can until you receive an extra life. After this, if you keep going, you should get an extra life about every ten seconds. (Keep Tails out of the way as he can upset the pattern).

### Level Select/Design/Super Sonic

After you hear the voice say SEGA and Sonic Starts to come onto the screen, quickly press UP, UP, DOWN, DOWN, UP, UP, UP and UP. You should hear a chime. If you look under COMPETITION there will be a sound test. Really this is a level select. The Flying Battery, Mushroom Valley and Sandopolis zones are actually two-player levels. Choose any zone on the level select and hold A and START on the level. In the level, press B to turn Sonic into an object, C to duplicate and A to change into something different. Turn into a TV and jump into it, you will now be Super Sonic!

## SPACE HARRIER 2

### Level select

During the beginning sequence in the space ship, press the buttons A, B and C together and move the joystick Left or Right

to select the starting stage.

## SPEEDBALL 2

### Password

This password will give your team loads of cash and put it in the first division: LPCa Zsbd KIXO maB0 CJ9R plfa 1T8U M7My

To get into division one, and the major league, enter the following devious code: LCLl CWAF O6XE ya3q 2bst -is1 gGVC

For the championship type:

LAhm CJ78 2k7I Zy01  
26Ss ti+L fvRS MBNx

## SPIDERMAN

### Level Skip

Press Start and then A, B and C.

### Super Cheat

Move Spiderman to the word 'Level' and press Start on controller 2. Press A, B and C on controller 1 and let go whilst pushing diagonally up on the pad. Press A for more Web, press B for more life and press C for five seconds of invincibility.

### Nightmare level shortcut

You can save time and energy by skipping directly to level one's forklift on *Spider-Man's* nightmare setting. After passing the dog, you will come to a wall of boxes. Jump up to the second row and crawl to the right. You will pass through the wall and end up at the forklift.

## SPLATTERHOUSE 2

### Passwords

Level 2	—	EDK NAI ZOL LDL
Level 3	—	IDO GEM IAL LDL
Level 4	—	ADE XOE ZOL OME
Level 5	—	EFH VEI RAG ORD
Level 6	—	ADE NAI WRA LKA
Level 7	—	EFH XOE IAL LDL
Level 8	—	EDK VEI IAL LDL

## SPLATTERHOUSE 3

### Level Codes

Stage two — REISOR  
Stage three — ETLBUD  
Stage four — TABRAE  
Stage five — ELPOEB  
Stage six — PHENIX

## STEEL EMPIRE

### 99 bombs

On the ship select, press C, A, C, A, Start and finally B.

### 99 lives

On the options screen, set the difficulty to hard, set the stock to two, credits to one and finally play tune 65.

### Stage Select

Go to the options screen and perform the sound test option in the following order. Sound one, twice, sound nine, once and sound two, once. A new round select option will appear under the exit. Choose from one to seven and press Start to begin on any level.

## STORMLOD

### Level skip

Pause the game and then press C once, B three times, A four times, C two times and finally A four times again to skip to the next level. In this way you can get to all ten stages.

### Extra time

Pause the game and press B, A three times, C, Up three times and A three times to reset the clock.

### Nine extra men

Pause the game and press A four times, C twice, B three times, C and A.

## STREET FIGHTER 2 SPECIAL EDITION

### Special Moves Only

When the Capcom logo appears, press Down, C, Up, A, A, B, B and C on pad 1.

### Five Star Speed on Champion Edition Mode

In the opening sequence where the screen pans up the side of the building wait for the image to start fading and quickly press Down, Z, Up, X, A, Y, B and C on controller one. You will hear a "Huh" to indicate that the cheat has worked.

## STREET SMART

### Extra lives

Rapidly reset the console more than ten times, then choose options from the menu. Move the cursor to sound test and then press down three times and A once. A new window should open allowing you to set the number of lives.

## STREETS OF RAGE

### Extra continues

Press Left, Left, B, B, B, C, C, C and Start.

### Level select

Hold down player two's pad then type A, B, C and enter the option mode using the first pad. You can now select the rounds and set the number of players.

## STREETS OF RAGE II

### Extra lives

Stage One — as soon as you walk on to the screen, walk to the bottom left behind the bin.

Stage Two — when you come out of the truck, walk round the back to find an extra life.

Stage Three — after killing the dragon on this stage, walk straight down from where the explosion occurs onto the mist and collect a life.

### Extra Continues

On the game over screen press Left, Left, B, B, B, C, C, C and Start.

### Alternate extra continues

If you are about to die on one player, plug in the second controller and press Start to begin again with full lives and energy.

### Play same character

Plug in two controllers. On the title screen, press and hold Right on the first controller and then B simultaneously. On the second controller, hold down Left and A. With all buttons pressed, press C on the second controller. Now the screen will show the choose character screen. You will now be able to select the same characters.

### Level select

On the options screen, hold down A and B on joystick two. Now press Start on joystick one simultaneously and you will enter a full cheat screen with a level select.

## STREETS OF RAGE 3

### Play as a Kangaroo

At the end of level 2-1, there is a Kangaroo and his keeper. Don't kill the Kangaroo, but kill his keeper. When the keeper is dead, the Kangaroo will run off. Now the next time that you loose all your lives and select continue, you can choose the Kangaroo who has some strong punches and special moves. The Kangaroo cannot pick up weapons, do backslams or throws but he can do a rather nifty spinning kick.

## STRIDER

### Extra Continue

Press down on the pad and press A, C, B, C and A and Start in sequence to continue from where you die.

### Level select

While the master laughs just before the beginning of the game, hold the joystick Down and press the buttons A, C, B, C and A to get a level select.

## SUNSET RIDERS

### Extra credits

Go to the sound option and listen to 0-E. When you go back to the game you will have more credits than you normally would have.

## SUPER HANG-ON

### Easy Money

Go to the original mode and choose to race. Now crash and you will receive \$400.

### Options Mode

Hold down A, B and C on the title screen.

## SUPER LEAGUE

### Password buster

Try these codes. The first gives you a four-game lead while the other three will be interesting rather than useful:

JORQWVVRROOQSHPOGDEAM  
Zb6jqpqrnmGnYwQXaHuFFAB  
RGhiopqmljhZZSUXVtEEAE  
VU91rstpomXcZTiebrHWyW

## SUPER / STREET FIGHTER II

### Skip a Fight on Champion/Hyper Mode

Go in on one player against the computer. Whenever you want to skip a level, press Start on Joy-Pad 2 and then beat-up player two! You can't do this on the last fight against M. Bison.

## SUPER THUNDERBLADE

### Level select

Press A, Up, Down, Left, Right, Right, Left, Down and Up from the title screen. Then press Up and Start together to reach a very handy level select screen.

### Invincibility

Go to the option screen and select hard as the difficulty level. Start the game and fly to the top left or right hand corner and the enemy fire won't hit you. This works on levels one, two and three.

## SWORD OF SODAN

### Level skip

Get a high score and enter your name as HINANP: ). Next time you play you can skip levels by pressing Start on joystick two.

### Alternative level skip

Drink four Etherium potions together to skip to the next level.

## SWORD OF VERMILLION

### Test mode

To listen to the sounds and background music — and view the various shades available on the Mega Drive — from the title screen, press A, B, C and Start simultaneously using the second controller.

### Increased hit power

Cleanse a cursed sword at a church for increased sword hit power.

## T2: THE ARCADE GAME

### Level Select

On the title screen push Up, Down, Left, Right, Up, Down, Left and Right. Then start the game as normal and pause it. Press B and C. You will now skip to the next level.

### Gun never overheats



Use a rapid fire controller, you'll find that you can blast away to your heart's delight if the switch is activated. The gun won't overheat and you'll have infinite gun power.

## TALMIT'S ADVENTURE

### Access any level

Enter the following password and enter any level in the game:

ARDE

## TAZ-MANIA

### Infinite Lives

Enter FFD45 on the password screen.

### Secret Room

To enter a secret bonus room on the Arctic level, hold down A, B and C on both the last ice block.

### Level select

Plug in two controllers. On the intro screen, hold down A, B and C on both control pads and then press start on both. You will hear a chime and the game will now begin. Press Start during the game to pause it, then press B and C on the first pad to bring up some numbers. Use left and right on the pad to change the numbers and go to the right level.

## TEAM USA BASKETBALL

### Passwords

Enter these codes to win Olympic gold:

Semi-final: JBT67BF

Final: JDT67BC

Medal Collection: JCT67BH

## TECHNO-CLASH

### Passwords

ZP80BFAR, FPKRBF9A, DAAW3FAX, TZSIUFAU, 6ZSITFA6

## TECHNOCOP

### Full energy

Pause the game and press C ten times, A five times, B twice and A ten times.

## TERMINATOR 2

### Level skip

When you see "Press Start" on the screen at the start of the game, press Up, Down, Left and Right three times. Arnie will tell you if the cheat has worked, so start the game as normal. During the game, press B and C together to go to the end of the level.

## TEST DRIVE 2

### Car choice

The Ferrari is the best all-round racer, the Porsche has the fastest acceleration and the Lamborghini has the highest top speed.

### Secret options menu

When you start racing, press A, B and C to enter a menu that lets you alter acceleration, braking and grip.

## THUNDERFORCE II

### Secret Options Screen

Press A and start on the title screen.

## THUNDERFORCE III

### Secret Options Screen

On the title screen, press Start whilst holding A to find a secret options screen in the game.

### Full power-ups

Pause the game and press Up ten times followed by Down, B, Down, B, Down and finally B. You can get all the weapons by pressing B and A to get the claw.

## THUNDERFORCE IV

### Full weapons

This cheat will give you every weapon except for the shield. Start playing as usual, then press Up, Right, A, Down, Right, A, C, Left, Up and B. Now press

Up for full weapons, Down to eliminate the weapons, Right for a claw and Left to eliminate the claw. Press Start to return to the game.

### 99 Lives

When the introduction screen comes on, press A and Start to get the configuration screen. Set the control mode to type 1, engine power to 100, mission level to easy-manic and stock ships to 0. Next go to exit and start the game as normal, except you'll now have 99 lives!

## TINY TOON ADVENTURES

### Open all levels

Put the Buster Bunny icon on the password option and press Start. Now enter this password:

NGQQ WWQW QKWQ QWWQ WGRY

This will open the whole game map and you can enter any level.

### Passwords

Level 22 - GZBB TXZB LDBB

TXZK LLDM

Level 24 - QJBB TXZW GLBB

TXZQ DLGN

Level 26 - TJBW HXBQ ZKBW

HXBQ ZGVT

## TMNT: HYPERSTONE HEIST

### Level select

When the Konami logo appears, press C, B, B, A, A, A, B and C. When you get to the title screen, press A, B, B, C, C, C, B and A. Press A and Start again in one player mode.

## TMNT - RETURN OF SHREDDER

### Level select

When the Konami logo appears press C, B, B, A, A, A, B and C. Then when the title screen appears, press A, B, B, C, C, C, B, A.

## TOEJAM AND EARL

### Warp

In level one go to the island with a hole in the middle, then drop into the hole. You will arrive at level zero. Your live gauge recovers when you have a bath, and you get an extra life when you drink lemonade. Jump off this level and you will go to the highest level you've been to.

## TRAMPOLINE TERROR

### Level Select With Continues

On the title screen, simultaneously press A, B, C, and Up followed by Start to enter a special screen.

## TROUBLESHOOTER

### Stage Select

First of all plug in two controllers, then get to the title screen. On controller two, press Start, Right and C simultaneously. A stage select option will appear between the title words. Press Start, Right and C to advance the stage number.

## TRUXTON

### Super smart bomb

Press Start to pause the game while the skull explosion from a smart bomb is still on the screen. Wait about 15 seconds and then restart (by pressing Start) and the bomb will have a devastating effect on everything onscreen.

## TURRICAN

### Infinite everything

Place the cursor on "exit" in the options menu and then hold Down while pressing A, B, B, A, B, A, A, B, A, A, B, A and A for a special menu.

## TWIN COBRA

### Extra continues

Keep pressing A on the title screen to get up to 14 extra continues.

### Ending sequence

From the title screen, press Up, Down, Left, Right, A, B, C and Start. You will now get to watch the excellent ending sequence.

### Full weapon power-ups

Pause during the game and press Up, Down, Left and Right. Then hold down A and press Start for full weapons.

### Stage select

Press Up, Down, Right, Left and Start on the title screen.

## ULTIMATE TIGER

### Level Select

Press Up, Down, Right and then Left to on the title screen.

## UNIVERSAL SOLDIER

### Reveal Bonus Blocks

Enter PWRZS on the password screen to make the bonus blocks visible.

### Passwords

Invincibility - RWRZS

Level 2 - CHSGM

Level 3 - MKSNS

Level 4 - SGGBY

Level 5 - JLGPH

Level 6 - JDRSD

Level 7 - PKSND

Level 8 - CWBPN

Level 9 - SFTNP

Level 10 - CMVDG

Level 11 - BYTCM

## VALIS 3

### Map select

From the title screen hold Up, A, B and C while pressing Start to select a map. When the black screen appears, release all buttons simultaneously. Press Start to change the map number. It's tricky to perform this one correctly first go, so persevere.

### Effects select

Press the Up and Left diagonal, A, B, C and Start together to get to a sound effects test option.

## VERYTEX

### Infinite lives

Hold the buttons A, B and C while pausing the game. Then press Down and Start for an extra life. Continue pressing Down and Start for more lives.

### Bonus shield

If you wish to kit your ship out with a shield, hold A, B and C while pausing the game. Hold Right and Start to unpause the game and get the shield.

## WANI WANI WORLD

### Infinite Lives

When the Sega logo appears, press the reset twice and when you start the game, instead of normal lives being displayed at the top there will be four question marks.

## WARPSPEED

### Black Hole Locations

Alpha - 1B to Beta

Beta - 7D to Alpha and 3H to Beta

Gamma - 5C to Alpha, 5D to Gamma

and 4B to Beta

Delta - 3C to Alpha, 6G to Beta and 2F to Omega

Omega - 4B to Delta, 5C to Alpha, 4D to Epsilon and 3E to Beta

Epsilon - 2C to Alpha

### Campaign Passwords

Level 1 - W4D HLX VDX

Level 2 - W6N CWK 1XM

Level 3 - W67 G5R 4DQ

## WARRIOR OF ROME

### Passwords

Stage 2 - L3FHPOZNGW

Stage 3 - NXDS55JSWF

Stage 4 - O5TOJZSP5B

### View ending

Enter the password GREBDQ3QNE to see the end sequence.

## WHERE IN THE WORLD IS CARMEN SANDIEGO?

### Passwords

Time Patroller - DBH-

BKDB - XXNBB-

Time Investigator - DND-

MM -

Time Inspector -

KJGD -

Time Detective -

RRXXGND -

Ace Time Dick - LHMN-

FGF - MJDF-

Super Time Sleuth -

SGG - MJDF-

Capture Carmen -

PDG - JHBH-

Game Over -

HXS -

## WIZ'N'LZ

### New level

There are three levels on the main game: Apprentice, Wizard and Sorcerer. You can, however, enter a fourth level called Super Wizard. To access this level do the following:

Press START and pause the game. Now hold down A, B and C. Then press START twice. You should now hear a voice shout 'yeah'. Returning to the options screen you'll now see the new Super Wizard level.

### Steps to become a Spellmaster

1. Get a banana and a potato.
2. Make the spell and a hint door will open.
3. Use up all the stars you can and make sure there are no hints available.
4. Stand under the hint door.
5. Press B shortly, and quickly afterwards hold C + Start until you see Hint A blinking.
6. That's it! You now own around 65, 520 stars. You can now buy all the fruit and make all the different spells that you want. Sometimes the stars will disappear; don't worry, you just do the star cheat again.

### Final Level Codes

Type in the password HSSN RLLL to get 100 stars and to get to the Super Wizard level, type in TRKQ QMSC.

## WRESTLEBALL

### Extra teams

On the team select screen, hold B and keep pressing Down for four more hidden teams.

### Karate team

Enter KW6EN to get the undefeatable karate team.

## XENON 2

### Indestructibility

Play a game and get a high score, enter ARM in the high score table. Now play another game but get a slightly lower score but still be on the high score table. Enter OUR underneath the ARM and when you play the next game, you will be invincible.

### Infinite lives

Carry out the procedure as above but enter the names as OLD and AGE.

## X-MEN



## Cheat mode city

When the screen shows "Press Start Button", hold A, C and Down on controller one and press Start. Now take out controller one and put it in port two when the picture of Magneto appears. Now press Start and choose your difficulty level and your X-Man. Now will now use the controller in port two to play the game! You will now have infinite health and mutant powers.

## Level select

If you put in the cheat above, then go to the danger room in the top right and smash the generator. In this room there are six tiles on the floor, each is a game level. To warp to each zone, stand on each tile and press Down and C to warp to any level!

## ZOMBIES

## Passwords

VYTV, VQBB, SDHM, PCFD, VQBB and QNKR.

## ZOO

## Extra Life

Pause the game and press Start, Down, Up, Left, Left, A, Right and Down for an extra life.

## Small Energy Boost

Pause the game and press Start, Right, A, B, B, A, Left, Left, A and Down for some energy.

## Large Energy Boost

Pause the game and press Start, Right, A, Down, A, Right, B, Left, Up and Right for loads of energy.

## Level Skip

Pause the game and press C, Right, A, B, B, A, Left, Left, A, Right and Down. Now hold Right to skip a stage or Up to advance a level.



## ATTEMPT 1

## Faster level

In the option screen, put the view mode on Cockpit and the Rolling Mode to Free. When you take off, if you perform a 45° turn, you'll fly much faster than before.

## BATMAN

## Level Select

On the options screen, highlight the driving-only section and press Left on the D-Pad, then press B. Repeat this on all seven of the options. You will need to repeat the operation for a second time before hearing a jingle to confirm the cheat has worked. You can now change the options as you like and press Start and C to select the level.

## BLACK WOLF ASSAULT

## Secret Animation

Input your name as **FOMA** and select **BHA**.

## Invincibility

Wait until the options screen appears and choose the name entry option. Enter your name as **MUTEKI** and exit the screen.

Now, select operation **BHA**. Enter your name as **MUTEKI** again, start playing and you'll be totally invincible.

## Secret game

Enter your name as **AZY** and highlight mission **BHA**. Enter **AZY** and you will enter a game called *Black Ball Assault*.

## Hand of God

Enter your name as **BIGNET** and when you fight an opponent, press Start and he will instantly drop to the floor.

## CHANCE NOVA

## Passwords

Level Two - **GJFKFN**  
Level Three - **PDPKKN**  
Level Four - **JWNTXF**  
Level Five - **TSFVNP**

## CHANCE NOVA STAGES

## Enemy Dodge

Keep pressing Left and Start on player two's joystick during the Mega-CD menu until the Sega logo disappears. Start the game and call up the status map window, press player two's Start button and then player one's start, close the window and you will not come across any enemy in the field. This will also enable you to walk through obstacles. Open the window again and press player two's Start button and the enemy will re-appear. When you die after entering the above commands, hold down Up on player two's joystick and skip through the messages with player one's joystick. Your character will be revived with no hit points.

## EARNST EVANS

## Stage Skip

Whatever stage you're in, freeze the screen and press up, A, down, B, left, A, right and B. Cancel pause and you will have cleared the stage.

## Warp

Climb the wall to the left of the starting point on stage six. When you are out of the screen you will warp to the boss on this stage.

## BCCO

## Passwords

Undercaves  
The Vents  
The Lagoon  
Ridge Water  
Open Ocean  
Ice Zone  
Hard Water  
Cold Water  
Open Ocean (2)  
Island Zone  
Deep Water  
Volcanic Reef  
Ship Grave Sea  
Wreck Trap  
Sea of Silence  
Deep Gate  
Marble Sea  
Library  
Deep City  
City of Forever  
Jurassic Beach  
Pteradon Pond  
Origin Beach  
Trilobite Circle  
Dark Water  
Deep Water (2)  
City of Forever  
The Tube  
The Machine  
The Last Fight

GMRIQDCM  
IUEINLDP  
GRTJZYJF  
OVDJDSLBI  
GMYMDSLII  
GMBRHSLU  
UKZFHSLS  
SYQJHSLZ  
CCVFFSLM  
ALZBESLS  
HPFDSLP  
ADLYESLT  
NWUGSLU  
WJHQGSLL  
ZSXGSLF  
AKNBHSLI  
QSOMFSLQ  
WBTFSLV  
UNIQFSLN  
WADUFSLB  
ONNBJPLY  
WPVXIPLL  
AQZIJPLG  
GKGJFJPLK  
GZIUKPLR  
GAAGDPLP  
YLQQZNLM  
MNEYELLB  
SKZNELLO  
KANZFLLX

## Final Password

Enter this password to get to the end of the game: **QCFWUYHS**

## FINAL PASSWORD

## Crazy Ball

Simply enter C, A, B, C, C, B, A and C whilst the intros playing, and if this doesn't work, then try putting it in whilst actually playing the game.

## FINAL FIGHT

## Rapid Fire

At the title screen, enter the options and highlight the exit selection. Now press and hold RIGHT, A, B and START.

## Best Character

The most effective character to use is Guy.

## Auto Punch

Enter the options screen and highlight exit. Hold down Right, A, B and Start for automatic punching.

## HEAVY NOVA

## Hidden bonus points

In a versus battle against an end-of-level guardian, if you manage to kill him without losing any energy, you'll receive a bonus of 1,000,000, a Perfect Bonus Point.

## HOOK

## 99 lives

In the caves on level five, drop to the bottom of the first pit. At the bottom, walk right, dodging the snakes and bats, and swim under the rocks to where you can collect a leaf and a 3-Up. Allow yourself to be killed, and then repeat the process until you have acquired the maximum of 99 lives.

## JAGUAR XJ220

## Level skip

Go to the options screen and name entry. Delete the current name and input **MAR**, then choose World Tour and select your chosen race. When the race starts you should pause the game, then if you press A, B and C at once. You can qualify and the race is won.

## KEIO'S FLYING MACHINE

## HIDDEN GAME

To access the hidden game go to the main options screen and press the following on the D-Pad: right, up, down, up, down, up, right, down, left, up and Start.

## NIGHT TRAP

## Extra Footage

You have to complete the game first. When you see the words "In Memory of Stephen D Hossefield", press UP, A, A, A and A. You'll now go into a hidden sequence.

## HOSTALRIA 1907

## Skip intro

Reading all that intro text can get very monotonous after the first time, so here's how to skip it. Turn on and when you see the word "SEGA" press button C. Keep holding it till you see the words "Sur De Wave", the programmers, and the rest of the storyline will be skipped.

## PRINCE OF PERSIA

## Last Level Password

Enter: **SKGIFF**

## ROAD AVENGER/ROAD BLASTING FX

## Level select

From the start, push Up to access the Options Mode, then press A six times and you will hear a chime to tell you the cheat has worked. Play the game as usual and a level select will be offered.

## View mode

Access the Options menu as above and press A five times, B five times and then press A to watch each level being played

out.

## In-game pause

Again, access the Options menu as before, then press A four times, B once and A once. This will allow you to pause the game while you're playing by pressing Start.

## MUTEKI

## Continues

Once you have reached the dizzy heights of Exterminator or Beach Bum, pressing A, C and Start on the game over screen will allow you to continue.

## HELP

## Stage Select

During the opening demo, press Down, Down, Up, Up, Right, Left, A, B and Start during the opening demo. This cheat will only allow you to play on the stage that you have selected.

## Revitalise Shield

Press Right, Left, A, Right, UP, C, B, Down, Left, B, A, Up, and Start at the demo. In the game, press button A to restore your shield up by one whole notch.

## Continue

When the demo comes on, press Right, Up, A, B, C, Left, Left, Down, C, A and Start. You should now have 10 continues.

## Secret Voice Test

At the title screen, move to Option with pad one. Hold A, B and C on pad two and press Start on pad one to get a voice test.

## Level Select

When you're on the intro sequence, press DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B and START. Now when you get to the start menu, Stage Select will be below the other options.

## DEL-PAUSE

## Level select

On the title screen, press A, B, C, A, B, C, B, C, B, and A. If you've done this correctly, you'll hear a sound effect. Press Start and go to the options screen. You will now be able to select a starting point and a difficulty level.

## Level skip

You can only use the level skip if you enter the level select code first. After doing this, press A, B, and C together to skip any level.

## Extra options

On the title screen, press A, B, C, A, B, C, B, C, B, A. Press Start when you hear a little sound effect. Now if you select Config mode, you'll find there are a couple more options, Start and Mode. If you go to Start, you can choose the level which you wish to begin on by moving the joystick Left and Right. Mode allows you to adjust the difficulty level and number of fleets. Change the number of fleets with Left and Right. If you press Right a few times whilst holding A, you get a message informing you of *Muteki* (which means invincibility).

## SEGA CD

## Level select

On the title screen, push Up, Down, Down, Left, Right and B to access the level select.

## Special level

Go to time attack and play every level. After this, at the options screen there will be something called D.A. Gardens. If you go to this, you will see Sonic's world. You can now rotate and enlarge it, while some birds and Tails fly past. You can also choose any music from



the game.  
**Level Select**  
 On the title screen, press UP, DOWN, DOWN, LEFT, RIGHT and B. This cheat is tricky to get working, so it's best to press the buttons gently.

**TIME GAL**  
**Level select**  
 On the title screen, press Left, Right, A, B and C. Now press Left or Right to change the level.

**Debug mode**  
 Press Up, Down, Left, Right, B, C and A to watch the animation.

**Passwords**  
 BC 70,000,000 - BMCFXWRL  
 BC 65,000,000 - GJRPQVKS  
 BC 30,000 - THMZCYFB  
 BC 1600 - RYFGSXDK  
 BC 44 - FTGBDQPW  
 AD 500 - VSLCZKTJ  
 AD 999 - CYVZPBMG  
 AD 1588 - DRXHTLQJ  
 AD 1941 - WBMRJZVH  
 AD 1991 - SHKXGJWF  
 AD 2001 - XPTMCSHD  
 AD 2010 - ZVYFLGQT  
 AD 3001 - QWCDHRKT  
 AD 3999 - PLQTVMKY  
 AD 4000 - LKDWSYF  
 AD 4001 - KVGPRZCW

**Passwords (Japanese version)**  
 BC 70,000,000 - DODZILLA  
 BC 65,000,000 - DINOSAUR  
 BC 30,000 - STONEAGE  
 BC 1600 - ELEPHANT  
 BC 44 - OSIRIYA  
 AD 500 - HARDWORK  
 AD 666 - DEATHOUL  
 AD 1588 - SOUTHERN  
 AD 1941 - WORLDWAR  
 AD 1991 - LANDMINE  
 AD 2001 - RECKLESS  
 AD 2010 - ASTEROID  
 AD 3001 - MURDERER  
 AD 3999 - BRANCHER  
 AD 4000 - STARWARS  
 AD 4001 - THANKYOU

**Level select**  
 Go to the options screen and press Up, Left, Right, Right and Up. A chime will sound if this is entered correctly.

**WOLFCHILD**  
**Level skip**  
 On the options screen, press A, B, A, C, A and B where you will hear an explosion. Press any of the following for a level select.

Level 2 - Press Start.  
 Level 3 - Hold B and press Start.  
 Level 4 - Hold C and press Start.  
 Level 5 - Hold B, C and press Start.  
 Level 6 - Hold A and press Start.  
 Level 7 - Hold A, B and press Start.  
 Level 8 - Hold A, C and press Start.  
 Level 9 - Hold A, B, C and press Start.  
 It is important to note that you must keep the buttons held down until the level appears, or this will not work!

**WONDERDOG**  
**Passwords**  
 Dogsville - MYSTIC  
 Dogsville - ANKLES  
 Loony Moon - LEDZEP  
 Planet Weird - REEVES  
 Planet Foggia - PIXIES  
 Planet Kninus - WOOFIE



**ACTION FIGHTER**  
**Extra Weapons**  
 Enter the code DOKI\_PEN. on the name entry section to gain all available weapons.

**Helicopter dodge**  
 Turn from a car to a bike and back to get rid of the helicopter.

**Invincibility**  
 For three extra lives and invincibility enter SPECIAL as your name.

**Passwords**  
 Enter these passwords to obtain all weapons available  
 DOKI-PEN  
 GP-WORLD  
 HANG-ON

**AFTERBURNER**  
**Continues to level 17**  
 Turn on the machine and press Pause a hundred times before the demo starts. This will provide you with infinite continues until you reach level 17.

**Infinite continues**  
 To get the continue option on dying, press one, two and Up simultaneously.

**ALIEN 3**  
**Super flame thrower**  
 You'll only be able to use this cheat if you have a joystick with a rapid fire option. First turn the rapid fire option on. When you use the flame thrower, tap button one very quickly. Now sit back and watch how far the flame goes! The flames will also last much longer than usual.

**Infinite continues**  
 Enter the configuration screen, select two players and start the game. Complete level one with player one and let player two die three times on the fans. Now complete level two with player one. Player two will now start again on level one but will be graced with infinite continues.

**Infinite lives**  
 Play a two player game, making sure both players obtain a score high enough to appear on the high-score table. When both player's games are over wait for the high score screen and enter ALIEN as the player's names. Now when you go back into the game you'll have infinite lives.

**ALTERED BEAST**  
**Extra energy**  
 On the title screen press 1 and the Up and Left diagonal to gain some useful extra bars of energy.

**Parameter select**  
 Press Start and B from the title screen to change power, number of lives and various other options.

**Extra lives**  
 When the words "Sega Master System"

appear, circle the pad clockwise and repeatedly press button one to start the game with five lives.

**Extra continues**  
 To continue a second time press the Down Left diagonal and both buttons simultaneously. To continue a third time press Down Right diagonal and both buttons. For a fourth continue press Up Right diagonal and both buttons.

**AMERICAN PRO FOOTBALL**  
**Trick tactics**  
 On all levels choose post, corner or bomb pass. However, don't go through with those strategies - run instead. You'll win the games easily with these tactics.

**ARCUS ODYSSEY**  
**Character codes**  
 The following codes will select any of the characters during the various levels of the game.

<b>BEAD SHIA</b>	<b>DIANE FIREYA</b>
Act twoFA2HAIADRR	Act two GJEIACRT
Act threeFI4TAIAESB	Act three
GJWZAIAEKM	
Act fourHK3CDIILDO	Act four GIRC-
TQIJ1X	
Act fiveHL0DAQIPMX	Act five IISDUX-
IPUI	
Act sixHN0DE5IQVR	Act six IIUHUM-
RNZ	
Act sevenHN0DE5IVWZ	Act
seven IIXBUYIUGW	
Act eightKR0DE2IZX5	Act eight
IJXBU2J0HB	

<b>ERIN GASHUNA</b>	<b>JEDDA CHEF</b>
Act twoH1JAAIAABB	Act two GDHAA-
IAABZ	
Act threeH1IYAIAGC3	Act three
GIEIAAAECA	
Act fourH1IAOOIKDK	Act four GJECAT-
IL1Q	
Act fiveHIKAQYIOUZ	Act five
IJCECJIOU0	
Act sixHIKEQYIRVC	Act six
KICBEPIQ3F	
Act sevenHIKEQYIVOH	Act
seven KICBHIIVWG	
Act eightHJKBQYIZPK	Act eight
KJCBHNIYXR	

**ASTERIX**  
**Infinite Lives**  
 When you reach a special treasure pot, hit it so that the bonuses fly out. Collect the extra life and walk off of the screen, then walk back to the chest and collect another life. Continue this until you have enough lives to complete the game.

**Secret Room**  
 On round 1-1, go down the first chimney, but don't jump off the platform. When it falls, walk right to go through a wall into the room.

**Secret Room 2**  
 As Oblix on the second stage, jump onto the rotating platforms to the Menhir container, then jump to the platform on top. Do small steps where there isn't grass and you'll suddenly fall into a secret room.

**AZTEC ADVENTURE**  
**Level select**  
 Press Up five times before the scroll unwinds on the title screen. When the character throws the cash, press Right three times. Then press Left and Down when everybody moves to the right. You

can now access the stage select and choose the level on which you start.

**BACK TO THE FUTURE II**  
**Level skip**  
 At any point in the game press pause then Up, Down to go to the next level.

**BART VS THE SPACE MUTANTS**

Access codes	
Floor	Code
1	14
2	32
3	11
4	41
5	21

**BATMAN RETURNS**  
**Level Select**  
 On the title screen, hold up and buttons one and two for 2 seconds. A blue screen will appear and you should get a level select.

**Level select**  
 On the title screen press Up Left Diagonal and keep both buttons pressed down. You can now select which level you wish to start from.

**BATTLE OUTRUN**  
**Level select**  
 Turn the power on while you hold buttons one and two. When the title screen disappears let go of the buttons and then press Up. The Up and Down keys will enable you to select the level on which you wish to start.

**BLACK BELT**  
**Infinite lives**  
 For infinite lives, start the game as usual but keep pressing button one. You'll be presented with the usual red screen showing lives and levels. As the screen flashes off, let go of button one and press Reset. Riki appears and then proceeds to collapse.

**Boss select**  
 On completing the game wait for the final screens to come up and quickly rotate the joystick anti-clockwise as the music fades, while pressing button two. You'll now be able to take on the bosses without playing the entire levels.

**BLADE EAGLE 3-D**  
**Level select**  
 Rotate the joystick in a clockwise direction on the title screen to select the level where you'll start the mission.

**BONANZA BROTHERS**  
**Invincibility**  
 Get to a location with a rake. Time it so that as you step on the rake and faint, you get hit by an enemy bullet. You will be invincible until you pick up treasure.

**Level select**  
 Plug the joystick into port two and hold Up and both buttons, then switch on. The story pictures should now be different when you start. Go into the game as normal and select your character to activate the level select.

**BUBBLE BOBBLE**  
**Treasure Chest Cheat**  
 On round 28, don't bubble the ghosts. Instead, go up to the first column and an item should appear. Collect it and a door should appear which takes you up to five treasure chests.

**Level select**  
 Enter the code 3V35NLLE to select any start level.  
**Secret room**



Reset the game and select one/two player start. On level one, bubble the first three enemies but don't burst them. Soon they'll turn red - when this happens, bubble them again and repeat, even when Baron Von Bubba appears. After a few seconds, a door should open to a secret room.

## CAPTAIN SILVER

### Extra continues

To be able to continue after the game over screen press Up and then both buttons simultaneously.

## CASINO GAMES

### Cash password

Enter the code **8314853112** to gain loads of money. Your name must be **MR SEGA** for this code to work. Play that charismatic character Charley at poker and keep the stakes high. Win one game to take you over the million mark.

## CHOPLIFTER

### Level select

Press Up, Down, Left and Right on the title screen and then enter the player select screen. Repeat the process once there.

### Save all hostages

When you lose a life, repeatedly press both buttons quickly to collect all the hostages.

## COOL SPOT

### Extra lives and shields

On the options screen move the arrow to the music option but DON'T select it. Using the D-Pad press the following: left, left, left, right, right, left, right, left, right. You should now be able to select extra lives and shields.

## CYBORG HUNTER

### Staying healthy

You can keep your psycho and life powers healthy by collecting all relevant objects and heading for the nearest lift. All objects will reappear in their original positions if you emerge from a lift without having gone anywhere. Repeat this as often as necessary.

## DEAD ANGLE

### Game buster

Ensure both joypads are connected and alternately push Left and Right on both pads while the title screen is displayed. A beep will inform you the cheat is active. You'll have 999 bullets and be able to select the start level and number of lives.

## DOUBLE DRAGON

### Invincibility

Jump up and down 30 times at the start of level four to make yourself invincible.

### Infinite lives

Perform a round-house kick about 35 times to get infinite lives.

## DYNAMITE DUX

### Bonus stage

At the start of the game you'll see a bald man with glasses sitting down. Jump on his head and jump off again while pressing buttons one and two. This will take you to a bonus stage.

### Hidden areas

When you've killed one of the bosses, stay at the top of the road; a road block will appear at the bottom and disappear at the top. This feature enables you to explore other, normally hidden, areas.

## ENDURO RACER

### Level select

Reset the machine and when the title screen appears, press Up, Down, Left and Right to get a level select.

## FANTASY ZONE

## Guardian Buster

Use one Heavy bomb on the first boss. One shot and he's dead.

## Infinite weapons

If you buy all the engine parts your weapons will never run out and you'll live happily ever after.

## Cheap lives

To buy loads of cheap lives, switch on as normal and allow the story line to be displayed. While this takes place, waggle the pad Up and Down over 50 times before starting the game. Collect as much money as you can and find a shop. Buy lives at \$1,000 each. This only works on level one.

## THE FLINTSTONES

### Level select

On the title screen press Up, Right, Right, Down, Down, Down, Left, Left, Left, Left. Now go into the game and press pause and hold down buttons one and two while pressing one of the following:  
Up: Level one      Down: Level three  
Right: Level two      Left: Level four

## FORGOTTEN WORLDS

### Infinite Continues

If when in two player mode, one of the players dies, press Start a number of times; giving yourself the continues you need.

## GAIN GROUND

### Level select

Press buttons one, two and joystick Up while turning on the machine. If you hold this combination you'll eventually get to a hidden options screen which lets you select the start level and stage.

## GANGSTER TOWN

### Infinite continues

When you die and your hat flies off, shoot it to continue the game.

## GAUNTLET

### Extra continues

After you've used the third continue, plug your joystick into port two and you'll be able to carry on as the other player with a fresh stack of credits.

## GHOST HOUSE

### Invincibility

Keep jumping onto the arrows fired at you and after a while you'll turn golden and become invincible for a short while.

### Freeze enemies

Punching light bulbs will freeze all characters onscreen.

## GHOSTBUSTERS

### Cash password

Enter the initials **DN** and the code **3158279632** to start the game with lots of money. Alternatively, use the initials **AA** and the code **1173468723**.

### Password dodge

When you get an account number you can fiddle things by altering the last two digits. Increase one and decrease the other. By doing this you can boost your cash to over one million dollars. For instance, if the last two digits read four and five, change them to three and six or five and four.

## GOLDEN AXE

### Extra continue

On losing all your continues, a further one is awarded if you press the joystick diagonal Up and Left and button one simultaneously.

## GOLF MANIA

### Extra attempt

Reset when the ball is in flight. Make sure you select the same game parameters.

Now continue and you should be back where you were before.

## GOLVELLIUS

### End-of-game password

Enter the code **J7VZ HEQV AWPJ 42S8 36AL PQLH MRLY 0258** to have seven crystals in your possession, allowing you to go to the lair.

### Surprise cheat

On the password screen, type in **QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ** for a surprise.

### Power-Up bonanza

For eighteen lives, the legendary sword, the ring of invincibility, the Remedia shield, some ascent boots, mirror, purple mea and only Govellius to kill try either of these codes:

**UPDZ, CPTB, 72CK, XCS2**  
**3PP3, B7NE, MMNA, MOFS, or,**

**WK4Q, AH85, LDSX, KNGF**  
**Q5N7, 2K3L, 7T5E, QKQL.**

## GREAT VOLLEY BALL

### Best teams

In order, they are USSR, France, USA, Brazil, Cuba, Japan, China, Korea.

## JAMES BOND THE DUEL

### Level select

Plug the controller into port two and hold down both buttons along with Down Left diagonal on the pad. Now plug the controller into port one and press button one. It's best to use two joypads if possible.

## JURASSIC PARK

### Final Level Order

Complete each level in this order:

1. Velociraptor
2. Triceratops
3. Brachiosaur
4. Pteranodon

## KENSEIDEN

### Level select

To get the round selection screen, turn on the machine with buttons one and two pressed. Release the buttons when the title screen appears and press the joystick diagonal Up and Left and button one.

### Hidden screen

Climb the Buddha on the first round and when you're standing on his head, push Up to enter a secret room.

## KRUSTY'S FUN HOUSE

### Level codes

- Level 2 - **BARNEY**
- Level 3 - **MARTIN**
- Level 4 - **SQUISHY**
- Level 5 - **ELFMAN**

### Password buster

Enter **HPKEITH** on the password screen to open all the doors.

## KUNG-FU KID

### Power-up locations

Get to level five and kick the wall towards the top at the highest floor on the right. You'll find a jug of water which puts the dampers on enemy fireballs. To find a bun for extra energy, go to the wall on the left of the second highest floor and repeatedly kick it until the bun appears.

## LAND OF ILLUSION

### Tree Cheat

In the Forest, don't go up the tree. Instead bounce off the snake just beside the door and keep pushing right. Climb up the vine and you'll be at the top of the tree.

## LEMMINGS

When the lemming pulling the cart appears on screen, press buttons 1 and 2 together on joystick one and rotate the D-Pad clockwise. Go to the main screen and select your choice of game. Choose the New Level box and writing will appear, press left and right to select the level you desire.

## LIGHT FORCE

### Extra life

On level one, find the two cell walls close to the large brain and fire through the second one at the top to reveal the extra life.

## LIGHT CORRIDOR

### Passwords

<b>0622</b>	<b>2008</b>	<b>3212</b>
<b>7328</b>	<b>1015</b>	<b>2602</b>
<b>3305</b>	<b>9932</b>	<b>1825</b>
<b>2819</b>	<b>6811</b>	

## LUCKY DIME CAPER

### Level skip

To skip from level two to three, during level two jump onto the lion's head when he jumps onto the platform. Repeat this eight times to skip.

### 1-Up loop

On level five as you walk past the area full of caskets you should come across some doors. Go through the second and either smash the crates with your hammer or jump onto them to collect three extra lives. You can return to this room as many times as you like. Once you have enough, exit via the door on the right.

## MARBLE MADNESS

### Level select

On the option screen set the following parameters: Test FX two, Test Music five. Move the pad to level select and you'll find that you can.

## MASTER OF DARKNESS

### Level select

On the title screen, press the Up Left diagonal and keep both buttons held down until you see the cheat screen appear. You will now be able to change the round number, the stage, number of lives and even the collision detection.

## MIRACLE WARRIORS

### Obtain all keys

To get all the keys, go to the bottom left of the map around the large desert. Now press button two and a menu should appear with the name of a spell. Enter the spell you haven't used yet and you'll be transported to a cave. Locate and open the chest, defeat the guardian then choose one of the three keys. Repeat the procedure two more times to get the remaining keys.

## MOONWALKER

### Level select

On the title screen press Up, Left, A and Start on controller two, quickly followed by pressing Start on controller one.

## MORTAL KOMBAT

### Blood code

Go to the ethical code screen and press Two, One, Two, Up and Down for the blood to be included.

### Special Moves and Fatalities

#### SONYA BLADE

Scissor Attack: Press DOWN and buttons 1 and 2.

Projectile: BACKWARD and button 1. Flying Kick: FORWARD, BACKWARD and then button 1.

#### JOHNNY CAGE

Shadowkick: BACKWARD, FORWARD and then button 2.

Fire Ball: BACKWARD, FORWARD and then button 1.

Special Punch: Button 1 and button 2



quickly.

Fatality: FORWARD, FORWARD, FORWARD and then button 1.

#### LIU KANG

Super Kick: FORWARD, FORWARD and then button 2.

Fire Ball: FORWARD, FORWARD and then button 1.

Fatality: BACKWARD, BACKWARD and then DOWN.

#### SCORPION

Hook: BACKWARD, BACKWARD and then button 1.

Invisibility: DOWN, BACKWARD and then button 1.

Fatality: Block and then hold button 1 down and press UP two times.

#### RAYDEN

Flying Attack: BACKWARD, BACKWARD and then FORWARD.

Electricity: DOWN, FORWARD and then button 1.

Invisibility: DOWN and then UP.

Fatality: FORWARD, BACKWARD, BACKWARD, BACKWARD and then button 1.

#### SUB-ZERO

Slide-Kick: BACKWARD, BACKWARD and then buttons 1 and 2.

Iceball: DOWN, FORWARD and then button 1.

Fatality: FORWARD, DOWN, FORWARD and then button 1.

#### MY HERO

#### Extra lives

You can earn several extra lives by jumping over knife and bomb throwers and then punching the guys in the back. Also, at the end of the first level, trip up the first three dogs and jump over the last one for a handy extra life.

#### THE NINJA

#### Bonus points

Get a hit ratio of 100% (not impossible) and you'll receive a massive 50,000 points bonus.

#### Scroll locations

Scroll one - find it on the first round after killing the transforming ninja.

Scroll two - on round four, shoot the bottom of the statue five times.

Scroll three - on round six, cross the last bridge on the left and walk straight to the tree above the first samurai home next to the wall.

Scroll four - find it on round eight. Go into the top of the last garden on the right and repeat the process you used to find scroll three.

Scroll five - the final scroll appears in round nine. Keep to one side when reaching the top of the wall but don't kill the ninja immediately. Wait for a while and the green scroll will appear; collect this and you'll receive instructions as to how to enter the temple.

#### Fighting technique

Walk backwards whilst dodging from side to side and pressing the attack button to sustain minimum damage.

#### NINJA GAIDEN

#### Infinite stars and fireballs

Wait until ninja boy has got 999 combat points before using any ninja stars.

#### PAC-MANIA

#### Secret level

To access the hidden level, eat all the dots while leaving the power pills. An object will appear in the middle of the screen - eat this and you'll be transported to the secret level.

#### POPULOUS

#### Password buster

#### Level Code

0199 - KILLMEHILL  
1999 - ALPDEEND  
2999 - SADENG  
3999 - SUZLOPDON  
4999 - KILLOGOAL

#### POSEIDEN WARS

#### Extra continues

When you lose your last life press Down, Down, Down, Down, Right, Right, Right, Up, Up and Left to continue.

#### POWER STRIKE

#### Extra lives

On the title screen push the pad Down, Right, Down, Down, Left, Right, Up, Right and button one twice to get ten extra lives.

#### PREDATOR 2

#### Passwords

Level 2 - SPOCGURD  
Level 3 - ROTADERP  
Level 4 - SEGATSOH  
Level 5 - NAGIRRAH  
Level 6 - LAICIFFO

#### PRINCE OF PERSIA

#### Passwords

2 - GJKIEV  
3 - GIHHGP  
4 - LNHMHI  
5 - HHKHCER  
6 - LKMKFG  
7 - JHGHCP  
8 - MJEJEWE  
9 - OIJJEC  
10 - KFHGZL  
11 - UOOPID  
12 - RKJLEJ  
13 - NFGBBK  
14 - VMIIIT

#### PSYCHO FOX

#### Level warp

At the top of the tower of Spring boards is a warp. Choose a tube and as you descend you'll appear on a particular level.

#### QUARTET

#### Bullet size increase

On the title screen press pause fourteen times and your bullets will become larger making it much easier to hit the targets.

#### Level select

On the title screen press Up on controller two then press pause on controller one 12 times. Now press button one and select your starting level.

#### R-TYPE

#### Invincibility

Before you turn the power on, hold the diagonal Down and Right on joypad one and the diagonal Up and Left on joypad two. Turn on and wait for the logo before you let go of the buttons. You'll now be invincible!

#### Extra credits

First, use your 12 credits and when the continue screen appears, rotate the joypad anti-clockwise to enter a sound test menu. Push button two and Left to reveal 95. Rotate from 95 to 00 pushing button one after each number and pausing briefly on each sound. At 00 press one and start rotating the joypad clockwise. Now sit back and watch those credits increase beyond your wildest dreams.

#### Bonus level

At the end of level four, you'll find a screen packed with green dots. About halfway through this mess there is a gap in the landscape. Fly up into it and you'll be transported to a bonus level.

#### RAMBO 3

#### Infinite bullets

If you have the rapid fire module, you'll have infinite bullets.

#### RAMPAGE

#### Infinite lives

Wiggle the directional pad clockwise and press buttons one and two simultaneously.

#### Infinite continues

When the game over message appears onscreen, press both buttons and you'll start the game at the beginning of the level you just completed.

#### RASTAN

#### Infinite continues

When the Sega logo appears, hold down both buttons and push the Down and Left diagonal to gain infinite continues.

#### ROBOCOP VS TERMINATOR

#### Weapon select

Start the game as normal, then press pause. Now press up and 1, up and 2, up and 2, up and 1, down and 2, down and 1, down and 1, down and 2. After this you can cycle through the weapons.

#### Extra lives

Again pause the game and press up and 1, down and 1, down and 1, up and 2, down and 2, up and 2, up and 1, up and 1. You'll now have 9 lives when you unpause the game.

#### Level skip

Pause the game and press down and 2, down and 1, up and 2, down and 2, down and 2, up and 1, down and 2, up and 1. Unpause the game to skip a level.

#### ROCKY

#### Little Injury

Before you ride, press Up, Down, Left, Right and Button two. Do this after you have fought as well and you will be able to get through the game with very little injury.

#### SECRET COMMANDO

#### Continue option

Both players must hold down both buttons on the joypads and continually press Left and Right for a continue option. This works after level three.

#### SHINOBI

#### Level Select

Press the joypad diagonal Down and Left together with button two and you'll be able to select the starting stage.

#### SONIC CHAOS

#### Invincibility

If you choose Sonic and press up and jump. Keep on pressing jump and holding up until Sonic starts glittering. He will be invincible until he stops running his fastest.

#### Level Select

On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2 and then 1.

#### SONIC THE HEDGEHOG 2

#### Level select

Plug the control pad into port two and press Up Left diagonal and buttons one and two. Turn on the console whilst holding down these buttons simultaneously. Now wait until Sonic has run completely across the screen and then plug the controller into port one. Press button two twice and the level select screen will appear.

#### SPACE HARRIER

#### Extra continues

To get extra continues, move the control pad Up, Up, Down, Down, Left, Right, Left, Right, Down, Up, Down and Up from the title screen.

#### Sound test

Call up the sound test with the sequence Right, Left, Down and Up from the title screen.

#### Difficulty option

Get to the sound test menu and select tunes 7, 4, 3, 7, 5, 8 and 1. You'll now be able to set the game difficulty.

#### SPELLCASTER

#### Password buster

To get near the end of the game and avoid having to embark on your epic journey of the universe, use the following cunningly-crafted (and totally unpronounceable) password:

pljDjZK09mZpeEijoxoGUHC.

#### SPY VS SPY

#### Easy win

Find the airport room first. Wire up all the doors in that room with booby traps and wait for the other player to collect all the items. When the other player tries to get into the room, he'll set off a trap and drop all the goodies. You can now go into the room and pick them up before flying off to the next embassy.

#### STRIDER

#### Level skip

To skip to level two, press button one when the title screen appears. When the next title screen appears, hold Up, One and Two.

To skip to level four, wait until the title screen appears, then hold down right and press both buttons.

#### SUPER MONACO GP

#### Level codes

2 - AZNM JDBZ  
3 - DHMT VSJS  
4 - ZZEE HYOT  
5 - EXIP OONJ  
6 - JYZH WOEL  
7 - CQAZ AQLV  
8 - ZPIE VTLB  
9 - DIJT VGNX  
10 - HYSF WJKS  
11 - RCQO TDFT  
12 - CRWZ OBJM  
13 - BTMY VBJP  
14 - ZXDE VHLY  
15 - EDWP WCCJ  
16 - EDYP WWWO

#### SUPER TENNIS

#### Perfect serve

When you serve, go to the bottom corner and keep hold of button one. This gives perfect serves unless you're on a level higher than two.

#### TAZ-MANIA

#### Infinite lives

On level one, collect a 1-Up in the first set of clouds and then another at the end of the level. Kill yourself and repeat the process until you have enough lives to finish the game.

#### TEDDY BOY

#### Level select

On the title screen press Up, Down, Left and Right. When the new screen appears press Up then Down nine times and use button one to choose the start level.

#### Continue mode

On the option screen press Up, Down, Left, Right, Up, Down, Left, Right. Play the game then when you lose your last life go back to the option screen and select continue, B and "YES".

#### TENNIS ACE

#### Password busters

Try any of the following passwords to get the better of your opponents:

ERVO URSM WRHB OKRF - all your scores are set at 30  
EZCV FHAM WPBB OKRF - Italian singles final



vs Noah  
**EBRO FKJM WWBB OKRN** – French singles final vs Noah  
**NKOF VVLG LKGS FCKK** – doubles final vs Noah and Becker

## THE TERMINATOR

### Level select

On the main *Terminator* title screen hold down button two and press button one once. The screen should turn black. Now press Left, Left, Up, Up, Right, Right, Down and Down. Two zeros will appear on the screen and pushing Left or Right will toggle between the levels.

## THUNDERBLADE

### Invincibility

Press Up, Down, Left, Right and button one to become invincible.

## THUNDERBLADE II

### Extra continues

When the game over message appears press button two, Down and Right.

## TIME SOLDIERS

### Invincibility

In a simultaneous two player game, one of the players can walk off the back of the screen and become invisible and – better still – invincible. The player offscreen can still destroy enemies, though.

## TRANSBOT

### Options menu

Switch on the console with button two and down depressed. After a few seconds some options will appear. Press Up for infinite lives, Down for infinite weapons, Left for power and Right to cycle through weapons. Push button one on pad two to continue.

## VIGILANTE

### Level select

To select any level, press the Up and Right diagonal on the joystick and buttons one and two. An option will appear allowing you to start on any level.

## WANTED

### Level select

Shoot the title screen by pressing fire. Then, while pressing Pause, shoot either of the two exclamation marks (!) at the bottom right of the screen that make an appearance. When the round selector eventually appears, simply shoot the number of the round that you wish to enter.

## WIMBLEDON

### Bonus points

To add 52 points to your player in Tour mode, enter either of these codes:

Enter: **JJI AAH FHI EFJ DER XHA**

### Level password

To begin in Australia having already won the American and Australian cup, enter the following code. You'll also be able to put your speed, power and skill up to the maximum of 20 and still have 27 points left over.

Enter: **IJJ WUT RQM**

## WOLFCHILD

### Level select

Enter this code to take you to the stage select screen: **J8TPR**

## WONDERBOY

### Level skip

Press button one on the title screen and then twice more. Now press button two twice and hold both buttons together. Press Up to skip a level.

## WONDERBOY II

### Extra gold

Plug in control pad two and press either button one or two 45 times. You'll receive 45 more pieces of gold. Carry on if you require more!

## WONDERBOY III

## Lots of Treasure Chests

Be anyone except Lizard-man and go to the Lizard-man's Sphinx past the pyramid and into the door. Chop away at the bricks and fall down into the darkness to reach the treasure chests.

## Legendary weapons

Enter **9JC5 YHX XN4U HT2** to get the legendary weapons.

## Resurrection

If you die wearing Hades armour you'll be resurrected.

## Full power

Enter spaces as the password and you'll start the game with all available weapons, armour and stones.

## Level passwords

**1WZ4 JHO 289Y 5BX** (lizard man)  
**NFKU 1EO 403P X88** (Lizard man)  
**2CKF 3L4 894Z A5F** (Mouse man)  
**2CKF 3MO 8GEU U7J** (Mouse man)  
**YF3U 5DW CR1A ED7** (Mouse man)  
**2CKF KKO 8RGP V9J** (Piranha man)  
**LIZ4 C14 ER2N 4E4** (Mouse man)  
**84FD 5M4 B9PB 86N** (Lion man)  
**YF3V 5CO CRVF NC9** (Mouse man)  
**ZP3K N4L DA1F TV7** (Hawk man)  
**2CKF 7PL 8T4J 27A** (Mouse man)

## WONDERBOY IN MONSTERLAND

## Extra money

Plug a controller into port two and press button one to bring up the status screen. Each time you do this, you add an extra gold coin to your tally. Repeat the procedure as many times as you want.

## ZILLION

## Hidden rooms

When you reach a dead end, shoot the wall in front of you up to 15 times to reveal a hidden room.

## Extra continues

On losing your last life press button one, two and Up to continue where you left off.

## Invincibility

Enter a **MAP** command into the computer and go to room D3, but don't collect any Opa-Opas on the way. On the top level, shoot the furthest cylinder to the right to reveal an Opa-Opa. Collect this and your life gauge will go to 720. Go half way off the screen making sure the lift is still visible, then enter the lift letting the yellow barrier reduce your life to 120. Immediately pull the joystick down and return to the start room. Your life gauge should now read 000 and you should be invincible.

## ZILLION 2

## Continue option

When you die, press buttons one, two and Up. You will continue from the level on which you died.



## ALIEN 1

## Additional ammo

Enter your name as **CHEAT** for more ammo.

## AX BATTLES

## Passwords

**Firewood City** — **JMLO BFKC DLEC**  
**EAPI**  
**Turtle Village** — **PIPF OEBA ODGA**  
**IICO**  
**Sand Marrow** — **OOBK CBPM IMAM**  
**NBLP**  
**Holm Stock** — **EEAP IKLN LMPE**  
**CNOG**  
**Brookhill** — **AFPL JLNJ OMEM**  
**PGJK**  
**North Valley** — **LGEC CLBP BIOP**  
**NICD**

## CASTLE OF ILLUSION

## Extra life

Collect the dancing A from the coffee cup screen on level four. Exit, climb the ladder to the left until you get to a room with two insects, a button and a barrel. Lob the barrel and button at the insects to kill them. The button disappears but you may use the barrel to climb up the ladder to the right. The next screen has an insect. Kill it and continue right until you reach a second dancing A. Pass it and keep going until you encounter a drop. You can just fit through it. Jump up so that you can land on your bottom.

## Secret Route

Go down the slide nearest to the end of the level in the Clown section. Instead of jumping onto the second landing down, you can eventually jump to the top landing. Here you'll find a treasure chest. Throw it and it opens revealing a coin. Collect this, then run to the wall at the end of the landing. Jump into the wall, and you'll end up near the policeman, a guardian to the main guardian, the Clown!

## CHASE HQ

## Extra continue

If you bash into the oil barrels on round two, you'll gain an extra continue.

## CHUCK ROCK

## Passwords

**Level 2** — **7G09M**  
**Level 3** — **NN6E3**  
**Level 4** — **84AKC**

## CLUTCH HITTER

## Infinite strikes

Select a left handed pitcher and put him on the opposite side to the batsman. Place the catcher halfway behind the batsman and throw the ball while spinning it towards the batsman to get a strike every time.

## COLUMNS

## Alternative ending

Go to flash mode and select a block starting height of nine. Choose your difficulty level and start the game as normal. Purposely end the game. When the flash mode demo ends, there'll be a different ending.

## DESERT STORM

## Level Codes

**Mission** **Code**  
**2** **CJUEJFD**  
**3** **GGSIJFE**  
**4** **EGLMKOH**

## FANTASY ZONE

## Config mode

On the title screen, press Up, Right, Down, Left, one, two, one, two and start

## Continue Mode

Wait for the "Game Over" screen to fade and go into the title screen and hold Up

and button one, then start the game. You will start on the stage where you died.

## Collecting points

All the hamburgers you get to shoot in the first 30 seconds of level one turn into big rotating coins worth 1,000 gold pieces each. Well worth shooting, you'll doubtless agree. The shop appears after you've amassed 2,000 points, so you've got to be quick collecting the points and then heading for the shop.

## GLOBAL GLADIATORS

## Level select

On the options screen move the arrow to the second option. Then use the D-Pad to input the following directional sequence: left, right, left, right, left, left, right, right, left, right. You can now select a level.

## HEAVYWEIGHT CHAMP

## Power punches

On the speed select screen, hold down one and press Left, Right and finally Left again.

## JANBLE ROCK

## Level Select

Circle the pad clockwise by holding 1 and 2 and start and you will hear a little noise. Press start again and you can now select levels to your hearts desire.

## JURASSIC PARK

## Final Level Order

Complete each level in this order:

1. Velociraptor
2. Triceratops
3. Brachiosaur
4. Pteranodon

## KRUSTY'S FUN HOUSE

## Codes

**Level 2** — **SELMA**  
**Level 3** — **SCRATCHY**  
**Level 4** — **SKINNER**  
**Level 5** — **GROENING**

## Password buster

Enter **TRACY** to open all the doors.

## LEMMINGS

## Level Codes

Level	Tricky	Taxing
Mayhem		
1	RCEOJTHO	ECWMZGTM
GGFOYQBC		
2	YQSDGSNU	ZSFKUJSF
FLWNCXPG		
3	JTHPGFDY	LXPGFDYR
FECWMYRD		
4	RDHPGFEC	CFKUJTTJ
HOEB-VKU		
5	WMZSEJTG	GMRYCFKU
QBCEJ-SEI		
6	MZTHPGGF	JTHPEFCX
RDHPG-GFE		
7	DZSEIRCE	PFZDSFLX
CXOEB-VKU		
8	IQSCFKVL	DECWMZTG
IQABDH-PF		
9	WMYRDGM	NBUJSFLW
DYRCE-JTG		
10	RDGMZSFK	MZSFLWMY
NCKOE-BUJ		
11	VLXODZTH	RLFKUJSE
THOECXPF		
12	PFECXPF	IRCEJSEJ
DYR-CEIRD		
13	BUJTHOEC	SEJTHOEC
GMBU-JTHO		
14	KOECWNBU	WMYQBOGM
DZS-FLXPF		
15	JSFKVKUT	YQAAAAAB
DZTHODZS		
16	THODZTGM	DHODYROG
EJTH-PFDZ		



17 YQBCEIRD NCWNCWMY SFKVL-  
WNC  
18 HPFDZTHP QAABDHFG  
XPFDYQBN  
19 FEBVLWNB GGGFDYQA  
GNCWMZTH  
20 UJTHPFEL AABDGMYP  
ODYQBCFL  
21 WNCWNBLD DHODYQAB  
XDECWYQ  
22 WMYRCEJT DHODYQB  
BCFLXPGF  
23 GNBUIQAA GNCXPGG EBKVL-  
WM  
24 ABDGMZTA GFDZTHPG YRDGN-  
BVK  
25 ODIRLEJS GFECWYR VKUJS-  
FLX  
26 FKUIQBDG CEIQABDG PFDZTH-  
PF  
27 NBVLXPGG NCWYRCEA DZTH-  
PGFD  
28 FDYQBDGN IROHDDZS  
YRCFKVLW  
29 BVLWMZTE EJTGMYPB  
NCWNCWNC  
30 NBUIRDHO DHODZTHP WMZTH-  
PFE

## LUCKY DIME CAPER

### Unlimited lives

When you lose your last life and the continue screen appears, push Down and button one simultaneously. You'll continue the game on the level where you died, and you'll now be armed with unlimited lives.

## MICRO MACHINES

### Win Every Race

On the first level, after qualifying in challenge mode, drive the wrong way around the track. After one lap, you should hear a tone to confirm that the cheat has worked. From now on, you will appear in first position after every race regardless of where you finished.

### Winning Bonus Points in the Head-to-Head against the Computer

When the two cars start to pick up speed, slightly nudge your opponent. Now pull out directly in front of him and press button two to brake. He will now crash into the back of your car, leaving you free to press button one and accelerate away - leaving him far behind and earning yourself a bonus point. This tip works best on a long straight!

## MORTAL KOMBAT

### Blood code

Go to the ethical code screen and press two, one, two, down and up for the blood to be included.

## NBA JAM

### Power Ups

You should put these combinations in on the Match up screen.

Defence	5 taps
Intercept	Rotate pad and 15 taps or more
Percent Display	2 taps, down and fire 2
Turbo	15 taps or more and left
Dunks	13 taps and rotate
Fire	8 taps, up and fire 2

### Secret Heads

Input these codes for some new player heads:

MJT	1,2,up and Start
AIR	1,2 and Up
SAX	1 and Left
UW	1, Start and Up
NET	1,2 and Down
ARK	1, 2 and Up

QB 1 and Down  
ROD 1 and Up  
CAR 1, 2 and Left  
RJR 1 and Up  
SAL 1 and Left

## NINJA BASTER

### Password buster

The following are codes to get to higher levels in the game:

NINJA - level 2	GIDEN - level 3
DRGN - level 4	SWORD - level 5

### Invincibility

To become invincible, enter the password NODIE. Then go back to the title screen and start the game.

### Credits

During the password screen, enter MONTY. This will enable you to see the list of staff names.

## OUTRUN

### Invincibility

Set the cursor to one Player, hold down left, buttons one and two, then press start. Your machine can now drive through other vehicles and obstacles. It is also not affected by time over.

### Infinite time

Hold down diagonal Left, one, two and Start, then start the game.

## PENSO

### Level select

Press and hold the Up Left or Right diagonal, then hold buttons one and two and press Start. The level select will be yours along with seven lives.

## PSYCHIC WORLD

### Level select

To choose which level you start on and also hear the game's sounds, hold down the Left and Up diagonal, one and two during the title screen. Then push Start.

## PRINCE OF PERSIA

### Codes

Level 2	-	EIKGDP
Level 3	-	ILLKGE
Level 4	-	LMJMIK
Level 5	-	HGFIDN
Level 6	-	IFGIDO
Level 7	-	MIMLGC
Level 8	-	KELIDU
Level 9	-	NFOKFF
Level 10	-	LCJHCP
Level 11	-	OEMJEB
Level 12	-	PEJKEA
Level 13	-	PDHJDV
Level 14	-	QDGJDV

## RASTAN

### Infinite continues

To continue the game after you've been killed, press Up and Start simultaneously.

## SHINOB

### Extra life

There is an extra life in the second part of the woodland level. Go to the top of the tower where the pole sticks up in the air. Stand on the right of the pole facing left, jump up and fire. An extra life will appear for the taking.

### Best path

Tackle the levels in the following order: Highway, Harbour, Valley, Woodland.

### Level Select

Pushing Down and pressing button two on the title screen of this excellent hand-held ninja game when the complete ninja face is showing, reveals the ingenious level select.

## SHINOB I

### All Characters Password

Go to the password screen and enter: F5958

When you start the game you will have the yellow and blue crystals with all the characters.

## SHINOB I

### Level codes

Pink - C0444
Blue - 50858
Yellow - 10373
Green - B02F2
Pink Crystal - FD9D8
Blue Crystal - D4939
Yellow Crystal - F5958
Green Crystal - BF26A
Enemy Base - BF26A

## SLIDER

### Level codes

Following are all the codes for the last 50 levels:

AGAG - 50	JGJI - 51	APAP - 52
JPIB - 53	AGCI - 54	JGLK - 55
APCB - 56	JPLD - 57	CGAI - 58
LGJK - 59	AEEI - 60	JENK - 61
ANEB - 62	JNND - 63	AEGK - 64
JEPN - 65	ANGD - 66	JNPF - 67
CEEK - 68	LENM - 69	AGEK - 70
JGNM - 71	APED - 72	JPNF - 73
AGGM - 74	JGPO - 75	APGF - 76
JPPH - 77	CGEM - 78	LGNO - 79
EAAE - 80	NAJG - 81	EJAN - 82
NJJP - 83	EACG - 84	NALI - 85
EJCP - 86	NJLB - 87	GAAG - 88
PAJI - 89	ECAG - 90	NCJI - 91
ELAP - 92	NLJB - 93	ECCI - 94
NCLK - 95	ELCB - 96	NLLD - 97
GCAI - 98	PCJK - 99	

## SONIC CHAOS

### Level Select

On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2 and then 1. Press Start at the end of that.

## SONIC THE HEDGEHOG 2

### Level select

Before switching on hold the Left Down diagonal and both buttons, then press and hold Start simultaneously. Switch on while still holding all the buttons and wait until Sonic has run right across the screen then press Start again and a level select screen will appear.

## SPIDER-MAN

### Hidden Game

Hidden deep within the game of *Spider-Man* is a *Pac-Man* game. To access it, you first have to collect the key from

Electro's Power Plant. Once done, drop down the left side of the screen, and you'll see a Game Gear appear. The next time Peter's room appears, press A and get chomping those dots.

## STREETS OF RAGE

### Level Select and Invincibility

Select tracks 01 then 11 on the sound-test screen, then press buttons one and two simultaneously for the options to appear.

### Extra continues

On the game over screen press Left, Left, B, B, B, C, C, C and Start. You'll now be able to continue from where you left off.

## SUPER MONACO GP

### Corner taking

When going around corners, let go of button one and rapidly press it instead. You'll stay on the track while keeping a constant speed.

### Final sequence

Go to the password screen and select World Championship mode. This will take you to the final screens. Also input CHAMPION on the same screen.

## TAZ-MANIA

### Extra lives

On the first level spin all the way to the opening, but don't jump down. If you're far enough ahead of the bomb, walk back and a heart should appear. You must walk to the very edge for the cheat to work. On the ice level, wait until the guardian is small and squash him, you'll be rewarded with another extra life.

## THE TERMINATOR

### Level select

Keep circling the control pad anti-clockwise while holding button two and a level select will appear.

## WIMBLEDON

### Maximum Everything!

Enter the codes JIG/QES/TGB/UDI.

## WONDERBOY

### Level skip

Press Down and Start on the title screen. Then push Up on the joystick to choose the starting level.

### Run faster

To make Tom run faster, press and hold buttons one and two simultaneously and press right. If you want to attack something, press button two.

# BUSTERS

Send your tips and cheats to Busters, Sega XS,  
Paragon Publishing, Durham House,  
124 Old Christchurch Road, Bournemouth,  
Dorset BH1 1NF.





# XSCODES

How we manage to cram all the codes into this section is still a mystery. Here you will find all the best codes for the Datel Action Replay and Hornby Hobbies Game Genie. No other magazine regularly prints ALL the codes you will ever need. Every code printed here can only be used with the relevant device. You CANNOT press F, F, 1, B, Ø, 4 on the joypad – just in case there were any of you still trying to get them to work. You MUST have an Action Replay, or a Game Genie, to make full use of these codes. Both devices are available from our Super Savers at the back of the magazine.

## AFTER BURNER

002D506004: Infinite lives.  
00381C600A: Infinite missiles.

## ALADDIN

FF72A700E3 - Infinite lives.

## ALICIA DRAGON

FF01A3000X: Where X is a level number, you start from this level.  
FF00220010: Friendly monster energy meter does not decrease.  
FF00C2000A: Infinite energy.

## ALIEN<sup>3</sup>

FF08450099: Unlimited machine gun rounds.  
FF08470099: Unlimited flame.  
FF08490099: Unlimited Mortars.  
FF090B0009: This parameter is for infinite lives.  
FF0811000X: X is the number of prisoners to collect  
FF08130002: Level select, you must start the game and lose a life before correct level is selected.  
FF08670059: Infinite time.  
FF08670059: Infinite missiles.

## ALIEN STORM

007C520000: Special attack does not lose energy.  
007CE4E75: Normal attack does not lose energy.  
003A2E6002: Unlimited credits.  
00A7546002: Aliens do no damage.

## ALTERED BEAST

002C58603E: Almost invulnerable.  
002F6A602C: Infinite lives.  
0037185668: First ball turns you into the beast.

## ARIEL THE MERMAID

FF8000000X - Level select. You should replace the X with the level number, from one to seven.  
FFA6140005 - Unlimited Digger Fish.  
FFA61F0004 - Infinite Tries.  
FFA6100016 - Infinite Super Weapon.  
FFA60E0005 - Infinite Keys.  
FFA60D0099 - Infinite Treasure.  
FFA6120005 - Unlimited Flounder.  
FFA6140005 - Unlimited Sebastian.

## ARROW FLASH

00A674000A: Ten special weapons per life.  
00BAD60004: Unlimited special weapons.  
0054326004: Unlimited lives.  
000438000X: Use a number in place of X to select a level number.

## ATOMIC RUNNER

FFC321000F: Infinite continue.  
FFC3230004: Infinite lives.  
FFC3240001: Invincibility (Death can still occur by falling).  
FFDD0D000X: Size of shot (X is 1-4).  
FFDD1A0010: Super high jump.

## BART VS THE SPACE MUTANTS

FF01B70002: Infinite energy.  
FF01B40004: Infinite lives.  
FF01450010: Infinite money.  
FF01A40001: Infinite spray cans.  
FF01A70004 - Infinite Cherry Bombs.

## BATMAN

FFFE320007: Unlimited lives.  
FFFE340009: Unlimited batarang.  
FFFE380001: Unlimited guided batarang.  
FF431C0006: Infinite lives.

## BATMAN RETURNS

FFFE320003: Infinite lives.  
FFFE34000A: Infinite batarang.

## BATTLE SQUADRON

00EF960000: Infinite lives.  
00365E0000: Infinite smart bombs.  
00D4F46008: Don't downgrade weapons.

## BATTLETOADS

FFE0460005: Infinite lives.  
FFE0070017: Infinite energy.  
FFDF020000: Lose energy from one hit.

## BONANZA BROTHERS

0053446068: Infinite lives for red player.  
0053D0606C: Infinite lives for blue player.  
0104580005: Five minutes per level.  
01066A4A28: Infinite time.

## BUSTY

FF023B0009: Infinite lives.  
FF024900XX: Level select replace XX with Ø-13.  
FF00E90059: Unlimited time.

## CADASH

FF0E510099: Can be used for a fighter or a mage, it keeps your health at 153.  
FF0E570099: If you're a mage, it keeps your magic at 153.  
FF0A7B0002: This will give you unlimited continues.  
FF0E930009: This will give you a constant nine healing herbs.

## CHESTER CRETAN

FF081E0004: Unlimited energy/lives.  
FF082100XX: Replace with number of badges.  
FF03FD0005: Stage select.

## CASTLE OF ILLUSION

FFF3250003: Infinite lives.  
FFF3230003: Infinite energy.  
FFF3210005: Infinite items.

## CHUCK ROCK

FF06D10003: Infinite lives.  
FF06D50007: Unlimited energy.

## COOL SPOT

FF078A0039: Increase cool % fast.  
FF078C0035: Unlimited lives.  
FF07700001: Invulnerable.  
FF05120000: Higher Jump.  
FF057C0008: Unlimited power.  
FF07140031: Stop the timer (turn Action Replay off at the end of each level).  
FF05E00007: Infinite energy.  
FF07140038: Infinite time.  
FF077000CD: Slows timer.

## CRUE BALL

FF8439000X: Volume level select (Ø-9).  
FF843B000X: Score multiplier (Ø-5).  
FF843D0001: Infinite balls.  
FF843F000X: Number of extra balls (Ø-5A).  
FF8443000X: Number of times 50K is shot (Ø-3).

## CYBERBALL

0095D49999: Player starts with \$999,900.  
0095EA9999: Player one in a two player game starts with \$999,900.  
0095F09999: Player two in a two player game starts with \$999,900.

## DARK CASTLE

FF130B0003: Infinite lives

## DESERT STRIKE

FF10B70003: Infinite lives.  
FF10AB0064: Unlimited fuel.  
The following codes cannot be used when you have entered a password.  
FFACDC00XX: Armour X256. (XX ranges from 0-FF).  
FFACDD00XX: Armour X1. (XX ranges from 0-FF).  
FFAE9D009A: Unlimited chain guns.  
FFAEDD0026: Unlimited Hydras.  
FFAF1D0008: Unlimited Hellfires.  
FF10AB0064: Unlimited fuel.  
005F8C1388: Gun capacity is 5,000.  
0049BE0000: Helicopter consumes no fuel.  
006AA4A79: Infinite lives.  
00689C4A79: Unlimited fuel.  
0049D07FFF: This parameter will start the game with 32,767 armour.  
005FCA0190: Hellfire inflicts 400 points of damage.  
00D55A6002: Unlimited capacity on all weapons.

## DICK TRACY

04D82400XX: Change XX to start with different values. Try 04D8240063 for 99 lives.  
05BAA26024: Almost invulnerable to enemy attack.  
0686464E71: Infinite time.

## DIZZY

FF81490002 - Infinite lives.  
00C0080000: Freeze game timer.  
009A706002: Freeze penalty timers.  
FFD99D0000 - Computer Stays with no Goals.

## EA HOCKEY

FFB6360003: Unlimited air.  
FFB6350038: Unlimited health.  
FFB7FF0000: Invincible to crushing walls on last level.  
FFB7C20000: Ignore water currents.

## ESWAT

0019604E71: Infinite lives.  
0017C26000: Use with the next two codes. This will make you invulnerable.  
001A284E71: Use with above and below codes.  
00258C6002: Use with both above codes.

## ETERNAL CHAMPIONS

FFABEF0068: Infinite energy player 1.  
FFAABE0068: Infinite energy player 2.

## FABRY TALE ADVENTURE

006176XXXX: Julian starts with XXXX amount of coins.  
006170XXXX: Julian starts with XXX kindness points.  
01063E6006: All items are free.  
0029E46002: Swimming no longer causes any loss to your vitality.

## FANTASIA

005D54103C: Gives energy instead of removing it.  
005D584E71: Used in conjunction with above code.  
0062284E71: Infinite large magic.  
0062504E71: Infinite little magic.  
FF07D90004: Infinite strength.  
FF07DB0003: Infinite dreams (lives).  
FF08370003: Infinite magic points.

## FATAL LADYKINTH

004A8E5000: Start with 5,000 hit points, use code below as well.  
004A905000: Use with the above to start on 5,000 hit points.  
00996C6016: Almost infinite hit points.  
0070107C14: Restore hit points at a super fast rate.  
0050E0600A: Kill most enemies with one attack.

## FATAL REWIND

FFE0210002: Infinite lives.  
FFFC470000: Player 2 can't concede a goal.  
FFFC490000: Use with the code above.  
FFFC470000FFFC490000 - Can't concede a goal (must score to win!).

## FLASHBACK

FFD3D70005: Infinite shields.  
FF10900028: Makes player invulnerable.  
FF1A470028: Makes player two invulnerable.  
FF11060099: Increases the intake of Zenny for player one.  
FF1A440099: Increases the intake of Zenny for player two.

## GADGET TWINS

FF08B70003 - Invincibility.  
FF0389000X - Level select. Replace X with the level number.  
FF09B50028 - Infinite energy.

## GHOSTBUSTERS

FFFE2C0010: Unlimited life.  
FFFE32001A: Unlimited energy.  
FFFE0000XX: Money x 100,000 (XX ranges from 0-99).  
FFFE0000XX: Money x 100 (XX ranges from 0-99).

FFFE0F00XX: Money x 1 (XX ranges from 0-99).

## GOOLES 'N' GHOSTS

0065866006: Infinite lives.  
0073B40001: Instant charge on magic armour/weapon.

## G-LOC

FF45A20040: Infinite time.  
FF4A480020: Air to air missiles.  
FF4A4A0020: Air to ground missiles.

## GOLDEN AXE

FFFE7E0080: Unlimited life for Duel.  
FFFE720031: Stop timer for Duel.  
FFFE7C0003: Infinite lives.

## GOLDEN AXE II

FF08820005: Always keep five bombs while the Action Replay is enabled.  
FF088000XX: Will give you XX lives when you activate Action Replay.  
FF08820005: Change number at the end to keep required amount of bombs.FF08800002: Infinite lives.

## GREATEST HEAVYWEIGHTS

FFF1A0000D: Infinite power.  
FFF1A2000D: Infinite speed.  
FFF1A4000D: Infinite Stamina.  
FFF1A6000D: 240 Million dollars after you win 1 fight.  
(the above code work for career mode only).  
FFF0000000: Always win.

## GREENDOO

FF17DD0004: Infinite lives.

## GUNSTAR HEROES

FFA4250065 - Infinite energy for player one.  
FFA6250065 - Infinite energy for player two.  
FFA46F00XX - Replace XX with one of the below for player one's first weapon.  
04 Force  
08 Lightning  
0C Chaser  
10 Fire  
FFA66F00XX - The above, but for player two.  
FFA47100XX - As above, but players ones second weapon.  
FFA67100XX As above, but for player two.

## HELLFIRE

002AE46004: Infinite hellfire missiles.  
00283E6004: Infinite lives.  
0026085079: First power-up gives you full power.  
0028020005: Same facility when used with above code.

## HOCK

FF8C630003 - Infinite energy.  
FFDD700006 - Infinite lives.  
FFDD850059 - Infinite time.

## HUMANS

FF081900XX - Stage select. Replace XX with 01 to 50.

## THE IMMORTAL

0081E8197C: Use with following parameter for infinite lives.  
0081EA00FF: This is used with above to give you infinite lives.  
0113F46006: This cheat will defeat the goblins in combat.  
0099304E75: Beat floor traps, worms, arrows etc.  
FF109A0002: On most levels this provides you with unlimited continues.  
FF0B720003: Unlimited amount of fireballs.  
FF10A8000C: This will stop your man from losing energy during fights.

## JAMES POND

007ED16004: Infinite lives.  
008A166002: Infinite time.

## JAMES POND II: ROBOCOD

00190A4E71: Infinite lives.  
003D1C6002: Use with code below to make you invincible.  
003CC26002: Use with above code.



0029166002: Keep wings from round to round.

#### JEWEL MASTER

FFC4D50048: Unlimited health.  
FFC4320XXX: Score x 1,000,000. (XXX is 0-999).  
FFC434XXXX: Score x 1000. (XXXX is 0-9999).  
FFC4420003: Infinite continues.

#### JOHN MADDEN FOOTBALL

00926600XX: Play starts at XX seconds.  
0074C4000X: Where X is the amount of timeouts the home team start with.  
0074CA000X: Visiting team starts with X timeouts.  
008E380006: Only need five yards for first down.  
008FE45630: Touchdown worth three points.  
008FE45030: Touchdown worth eight points.

#### JUNGLE STRIKE

FF10B3000X: Level select (replace X with level number 0-8) (9=finish screen).  
FF10CF0003: Infinite lives (all levels).  
FF10C70064: Unlimited fuel (all levels).

#### JURASSIC PARK

FF003B00FF: Unlimited blue banded darts.  
FF003D00FF: Unlimited stungun.  
FF003E00FF: Unlimited gas grenades.  
FF003C00FF: Unlimited red banded darts.  
FF003F00FF: Unlimited flash grenades.  
FF004000FF: Unlimited rocket.  
FF004100FF: Unlimited concussion grenades.  
FF00550020: Infinite energy.  
FF005300FF: Infinite lives.

#### KID CHAMELEON

FFFC4500XX: XX in this code refers to a level number to start from any level.  
FFFC430063: Will maintain your maximum number of diamonds all the time.

#### KING OF THE MONSTERS

FF3B8D0009: Fills the Power Bar.

#### KRISTY'S SUPER FUN HOUSE

FF02FD000X: Level select. (0-4)  
FF03EX0000: Remove golden padlock from final door.  
FF0FF30002: Infinite lives.  
FF0FF50064: Invincibility.  
FF0FFD000A: Infinite weapon count.

#### LEMMINGS

FFF4E8003B: Unlimited time to complete a level.  
FFF48E0013: Infinite builders.  
FFF48B0013: Infinite floaters.  
FFF48A0013: Infinite climbers.  
FFF48C0013: Infinite bombers.  
FFF48D0013: Infinite blockers.  
FFF48F0013: Infinite miners.  
FFF4800013: Infinite diggers.

#### LEX ATTACK CHOPPER

FFF1BD00D0: Infinite chain guns.  
FFF1BF0004: Infinite sidewinders.  
FFF1C10008: Infinite hellfires.  
FFF76CXXXX: Score.(Where XXXX ranges 0-FFFF).  
FFF92A004A: Unlimited fuel.  
FFFBF400XX: Mission number. (XX ranges 0-21).  
FFF1C10004: Unlimited hellfires.  
FFF1BF0009: Unlimited sidewinders.

#### LOTUS TURBO CHALLENGE

FF41A5000X: Level select (0-7)  
FF7CB50063: Unlimited time for player one.  
FF7D7F0063: Unlimited time for player two.

#### MARBLE MADNESS

FFAC770039: Infinite lives.  
FFB0CF0039: Infinite time.

#### MARIO LEMNEX HOCKEY

0162B06004: Freeze timer.  
0162D46004: Freeze player 2's first penalty timer.  
0162C24E75: Freeze all penalty timer.

#### MARVEL LAND

FFF7470002: Infinite lives.

#### MEGA-LO-MANIA

FF156F0063: Infinite men for every island.

#### MERCY

0080B8C351: Infinite bombs.  
00B0944E71: Infinite energy.

#### MICKY MOUSE

00B7944E75: Mickey only takes one point of damage per section.  
00C8C40026: Jump higher.

#### MICRO MACHINES

FFA6C70003: Infinite lives for player one.  
FFA6A50004: Activate Action Replay during the race to finish first. Not to be used on the Bonus Rounds.  
FF808100XX: Level select. Where XX is a number between 1-18 to select that

#### NIGHT & MAGIC

02BB800000: Dagger is free.  
02BBB60000: Nunchukas are free.  
02BB000000: Short sword is free.

#### MOONWALKER

005F1E31FC: Use with below code. This will increase Michael's ability to dance.  
005F200040: Use with above code.  
00DFD06004: Infinite lives.

#### MORTAL KOMBAT

FFFF5B0001: Activates the cheat screen (allows

full blood during game).

FFCAB90078: Infinite energy for player 1.

FFCBB90078: Infinite energy for player 2.

FFAC7E0099: Unlimited time.

FFAAB0000X: Replace X with 0-C to select stage.

FFAAE0000X: Replace X with 0-7 to select character for player 1.

FFAAAF000X: Replace X with 0-7 to select character for player 2.

FFCC4B0046: Makes player 2 stay on the same spot.

#### MUTANT LEAGUE FOOTBALL

FFFD5E0002: Super-charged running.  
FFE1E60003: Start the game in the finals (turn the switch on in the team select screen).

#### NEW ZEALAND STORY

FF80030003: Infinite lives.

FF80040005: Infinite continues.

#### OUTRUN

0035A84A10: Infinite time.

#### PGA TOUR GOLF

FFD0F70000: Always get a Hole in One.

#### PHANTASY STAR II

002D526002: Players never get paralysed.  
00D01C600C: All items are free of charge.  
002B0C6012: No damage is taken in battle.  
002C146012: No damage is taken from venom strikes.  
00716E6014: No damage is taken in the damage zones.

#### PHANTASY STAR III

0182DC8XXX: With XXX giving the amount of Mesetas.  
00AB186006: All items are free.  
0111766004: Characters cannot be poisoned.  
00C36A6018: Sleep and game saving are free.  
0103306034: Can be used to protect you against enemy attacks.

#### PREDATOR 2

FF005A0005: Unlimited Rifle.

#### POOGY

FF08660004: Infinite Lives.

#### RAMBO III

0022803CC0: Will give you a large amount of lives.  
00495A6012: Infinite lives during missions.  
002E186012: Infinite lives during bonus battles.  
0048407200: Infinite arrows.  
0098E600XX: Each A is worth XX arrows e.g. 0098E60010 for 10 arrows per A.  
0048DA7200: Infinite time bombs.  
0098D200XX: Each B is worth XX bombs.

#### RASTAN SAGA II

FFOAC1000A: Unlimited life.  
FFOAC30002: Infinite lives.

#### REVENGE OF SHINOB

00C1B24E71: Will give you unlimited Shurikens through out the game.

#### ROAD RASH

00BA7C6002: Slows the game down while the enable switch is on.  
001AAC000X: Player one starts at level X.  
001BC2000X: Player two starts at level X.  
001AD2000X: Player A starts with bike number X, eg use 001AD20007 for Diablo.  
001BEE000X: Player B starts with bike number X, eg use 001BEE0007 for Diablo.  
FF050D000X: Level select for player A.  
FF050F000X: Level select for player B.  
FF051900XX: Money X 655,360 for player A. (XX ranges 0-FF)  
FF051AXXXX: Money X 10 for player A. (XX ranges 0-FFFF)  
FF051D00XX: Money X 655,360 for player B. (XX ranges 0-FF)  
FF051EXXXX: Money X 10 for player B. (XX ranges 0-FFFF)  
FF0543000X: Bike for player A. (X ranges 0-7)  
FF0545000X: Bike for player B. (X ranges 0-7)  
FF1A8800XX: Maximum speed. (XX ranges 0-7C)

#### ROAD RASH II

FFF4CF000X: Level select for player A (1-5).  
FFF4D1000X: Used with above code.  
FFF4D3000X: Level select for player B (1-5)  
FFF503000X: Bike for player A (F is a special bike called Wild Thing 2000).  
FFF505000X: Bike for player B (0-F, where F is a special bike).  
FF05BF000X: Number of Nitros. (0-8)  
FF05CF000X: Number of Nitros for player B in head-to-head. (0-8)  
FF06C400FF: Never hit certain objects. (Note: this doesn't work in head-to-head)  
FF0A7B0001: Bike can reach maximum possible speed.  
FF0EFB0001: Bike can reach maximum possible speed for player B.  
FF0ACD000X: Weapon carried/ hitting method.  
FF0F4D000X: Weapon carried/ hitting method for player B in head-to-head.  
FF0AD300FF: Player always stays on bike. (Note: bike can't be wrecked!)

FF0F5300FF: Player always stays on bike for player B.

#### ROBOCOP VS TERMINATOR

FF009C0005: Infinite lives.

#### ROCKET JOURNEY ADVENTURE

FFFB0D0005: Infinite lives.

FFFC041003F: Infinite energy.

#### ROLO TO THE RESCUE

FFC51E0004: Infinite continues.

#### SHADOW OF THE BEAST

014E9E6004: Unlimited energy.  
014EDC4E71: Protection against sudden death.  
FF1A17000C: Infinite lives.  
FF1A17000C: When switched is enabled your energy will be restored.

#### SHADOW OF THE BEAST II

FF22390000: Every time Acton Replay is enabled your energy is restored.  
FF22420002: Second option is always axe, even though it is not visible.  
FF22420004: Second option is health restore option.

#### SHINING IN THE DARKNESS

001AFE0000: Herbs are free.  
0015060000: Depoison is free.  
0015160000: Wisdom is free.  
0015960000: Healer fruit is free.  
00159E0000: Smelling salts are free.  
002D340327: Use with below code to start the game with 999 points.  
002D400327: Use with above code.  
0012CE0000: Woodstiff is free.  
0012360000: Word is free.  
00143E0000: Bronze shield is free.  
0014160000: Bronze armour is free.

#### SIDE POCKET

FFC09400XX: Balls in stock. (XX ranges 0-10).  
FFC0A200XX: Total Score x 100.

#### SLAUGHTER SPORT

FF28950068: Unlimited health for player one.

#### SMASH TV

FFA37B0007: Infinite lives.

#### SONIC THE HEDGEHOG

0138A60032: Infinite lives.  
0039F011C1: This parameter makes Sonic invulnerable to enemies.  
00A35E6042: Gives Sonic his turbo shoes.  
0039DC31C1: This will start you with several hundred rings on each level.  
0032426010: Start from any level.  
FFFF760012  
FFF76300FF: Ultra Fast Sonic  
FFEEC00012  
FFF7630099: Ultra Fast Tails  
FFFE100008: Incomplete Zone (Hidden Palace Zone)

#### SONIC THE HEDGEHOG 2

FFFE120009: Infinite lives.  
FFFE210063: Gives you 99 rings all the time allowing special exits etc.  
FFFE090001: Allows you to modify levels by using the A and C buttons. Switch the Action Replay on then off fairly quickly to use this cheat, once you have changed the level press B.  
FFFFD00001: Press start and A together for level select.  
FFFFB1000X: X is the number of Chaos Gems in possession (1-7) use with code for number of rings to change into Super Sonic.  
FFFE2100XX: XX is the number of rings in possession - set to 50 or more and set the Chaos Gems to seven and you can turn into Super Sonic by jumping into the air.  
FFFE190001: Jump higher/Weird hair.  
FFFE65F00FF: White Sonic.  
FFFE12000X: X is the number of lives.  
FFB01E0000: Sonic is always running.  
FFB02B0001: Shield protection.

#### SONIC 3

0001F04500: Lets you play the US version on UK machines at the correct speed setting.  
0001F04A00: Lets you play the US version on Japanese machines.  
FFFE120005: Infinite lives.  
FFFE210063: Unlimited rings.  
FFFFFA0001: Change Sonic into any graphic and place new parts on each level.  
FFFFB1000X: Number of gems collected (replace X with a number between 0 and 7).  
FFFE860002: Level Select/Design.

#### SONIC SPINBALL

FF579E0003: Infinite lives.

#### SPACE HARRIER II

006CD4000A: Start with ten lives.  
006CD40014: Start with twenty lives.  
00C744A38: This parameter is for infinite lives.

#### SPEEDBALL 2

FF009F00XX: Freezes timer at the value in XX eg use FF009F0002 to keep the game going as long as you like.

FF00FA7FFF: Unlimited cash for player one.

FF0DEE0002: Score multiplier is two in favour of player one.

FF0DEE0001: Score multiplier only one in favour of player one.

FF0DEE0000: Score multiplier inactive.

FFD5AA0008: Electro mode.

#### SPIDERMAN

FFE691003B: Unlimited time.

#### SPLATTERHOUSE II

FF00F70004: Unlimited life.

FF00F70003: Unlimited energy.

FF00F80003: Unlimited energy.

#### SPLATTERHOUSE III

FF00B40005: Unlimited lives.

FF00B700E1: Unlimited time.

#### STAR FLIGHT

FF957300FF: Used with below code gives infinite fuel.

FF95DD00FF: Use with above code.

FF97810098: Used with below code gives unlimited money.

FF98310098: Use with above code.

FF97A50010: Cargo pods.

FF943C0021: Used with below code gives infinite time.

FFC34B0015: Use with above code.

#### STEEL EMPIRE

FFCB4B0013: Gives you a weapon level of 20.

FFCB570003: Unlimited bombs.

FFCB510003: Infinite lives.

FFFE07B000X: Start from any level where you should replace X with a number 1-6.

#### STORMLORD

FF00250005: Infinite lives.

FF00290004: Speedy StormLord

FF00370001: Invincibility (almost). Falling and fire still kills.

FF00A50001: Unlimited time.

FF05DB000X: Level select (0-9).

#### STREET FIGHTER II

FF80C10000: Special moves in the air for player 1.

FF83410000: Special moves in the air for player 2.

FF972A0099: Stops the time.

FF804300B0: Infinite energy for player 1.

FF82C300B0: Infinite energy for player 2.

FF81DB000X: Replace X with the character number 0-B to fight as player 1.

FF845B000X: Replace X with the character number 0-B to fight as player 2.

FF81DA0002: Player 1 only needs to win one round to finish the stage.

FF845A0002: Player 2 only needs to win one round to finish the stage.

FF96AB000X: Replace X with the character you want to fight against. 0-B (player 1) or background to fight with (two player).

#### STREETS OF RAGE

002B664E71: Infinite lives for both players.

010CE01C80: Will give you infinite time on each section.

00402E4E71: Gives a constant supply of special weapons.

FFFF200003: Infinite lives for player one.

FFFF230003: Infinite lives for player two.

FFFF210002: Infinite special attacks for player one.

FFFF240002: Infinite special attacks for player two.

#### STREETS OF RAGE 2

FFFE690000: Almost never get hit-player one.

FFFE690000: Almost never get hit-player two.

FFFE810068: Unlimited health for player one.

FFFE810068: Unlimited health for player two.

FFFE830005: Infinite lives for player one.

FFFE830005: Infinite lives for player two.

FFFC3C0099: Unlimited time.

FFFC43000X: Level select (1-8).

#### SUPER HANG-ON

008B14600E: Infinite time in arcade mode.

0054BE600A: This parameter allows infinite money in the original mode only.

00E68A123C: Use with code below.

00E68C00XX: Adds XX seconds when you get extended play - use with above code.

FF05540055: Unlimited time.

#### SUPER HYDLIDE

FFFE0D0019: Unlimited life.

#### SUPER MONACO GP

FF91080001: Used together with below code will take your car to about 390km/h.

FF9109008F: See above.

FF91080002: Used together with below code will give you speed of 507km/h.

FF91090000: See above.

FFE11C0004: Magic invincibility.

#### SUPER MONACO GP II

FFFC2AXXXX: Current speed.

FFFF5B000X: Player's position (0-F).

FFFF61000X: Rival's position (0-F).

#### SUPER SMASH TV

FFA3490010: Keeps weapon for player two until the next one is picked up.



**FFA347000X:** Weapon select for player two you must put the above code in. Use 2 for spray, 4 for photo, 6 for missile launcher and 8 for peanut gun.

**FFA3420005:** Player two shield. invincible.  
**FFA3A90004:** Unlimited lives for player two.  
**FFA37B0007:** Unlimited lives for player one.  
**FFA3020005:** Gives player one a shield as long as the switch is activated.

**FFA3090010:** Keeps weapon for player one once it is picked up.

**FFA307000X:** Player one weapon. You must enter the previous code as well as this one. Use 2 for spray, 4 for photo-gun, 6 for missile launcher and 8 for peanut gun.

## SUPER THUNDERBLADE

**FFFB2A0007:** Infinite lives.  
**007A264A38:** Player cannot lose a life.

## SWORD OF SODAN

**0047426002:** Infinite lives.

## SWORD OF VERMILLION

**00B5BAE71:** Invincibility against most enemy and protection against poison.

**02230C0000:** Ferros magic spell book is free.  
**0223100000:** Sangua magic spell book is free.  
**0026CA4E71:** Increase experience levels very fast.  
**01A20E4A78:** With below code will allow almost unlimited magic.

**01A2424A78:** See above.  
**02242C0000:** Crystal armour is free.  
**02248A0000:** Diamond armour is free.  
**0224400000:** Golden sword is free.

## TAX-MANIA

**FFD45B0003:** Infinite lives.  
**FFD0370002:** Unlimited chilli peppers.  
**FFD4CB0000:** Protection against enemy while the switch is on.  
**FFD45B0003:** Infinite lives.  
**FFD02100XX:** Level/section. (XX range 0-13, 19 gives ending).  
**FFD4BC000C:** Unlimited health.  
**FFD4CB0002:** Protection against enemy while the switch is on.

## TECHNOCOP

**FF17050048:** Invincible car.  
**FF177B0001:** Unlimited time.  
**FF25AE0001:** Unlimited health.  
**FF26290005:** Infinite lines.

## TERMINATOR 2

**FFB0CA0004:** Unlimited lives.  
**FFB0190025:** Unlimited missiles for player one.  
**FFB0190025:** Unlimited Rockets for Player 1.  
**FFB0690025:** Unlimited Rockets for Player 2.

## THUNDER FORCE IV

**FFB2DD00FF:** All weapons.  
**FFB0030001:** Gives you the claw.  
**FFB0040001:** Gives you the shield.  
**FFB2F10003:** Infinite Lives.

## THUNDERFOX

**FFB00B0001:** Unlimited energy.  
**FFB00D00C0:** Infinite lives.

## THAT: HYPERSTONE HEIST

**FFC0390004:** Infinite lives for player one.  
**FFC03B0004:** Infinite lives for player two.  
**FFC0590050:** Unlimited life for player one.  
**FFC05B0050:** Unlimited life for player two.

## THE TERMINATOR

**FF147D001F:** Unlimited health.  
**FF147D001F:** Infinite energy.  
**FFB0CA0005:** Player one unlimited lives.  
**FFB09D0005:** Player two unlimited lives.  
**FFB0190025:** Player one unlimited rocket grenades.  
**FFB0690025:** Player two unlimited rocket grenades.

## TINY TOONS

**FFFB0B0003:** Infinite energy.  
**FFFB090002:** Infinite lives.  
**FFFB0F0032:** Gives one special helper each time you pick up a carrot.  
**FFFB110009:** Pick one special helper up to get infinite helpers.

## TOEJAM & EARL

**00BCB06002:** Infinite lives (ToeJam & Earl).  
**00BB900063:** This parameter will start ToeJam with a total of 99 bucks.  
**FFA92B0010:** ToeJam Life Meter.  
**FFA92D0010:** Earl Life Meter.  
**FFA9250003:** Infinite Lives.  
**FFA9210005:** Super Vacs.  
**FFA91F0005:** Panic Button.  
**FFA9290012:** Funk Scan.

## TOKI

**FF1B860005:** Infinite lives.  
**FF1B830059:** Unlimited time.

## TURBO OUTRUN

**FF9EF7003B:** Stops clock.

## TWIN HAWK

**00358C6004:** Infinite special weapon.  
**002B586004:** Infinite lives.  
**003F087E03:** To be used with below code.  
**003F0A6002:** Used with the above code, this will

give you your full complement of power-ups straight away.

## UNIVERSAL SOLDIER

**FF12D90009:** Unlimited smart bombs.  
**FF0ADF000X:** Gives you X lives each time the Action Replay is enabled.

## VALIS III

**FFF4590016:** Infinite lives.  
**FFF4470018:** Unlimited energy.  
**FFF44B0018:** Constant full energy meter.  
**FFF45B002C:** Stops clock at three minutes.

## WARRIORS OF THE ETERNAL SUN

**FF91530063:** This will give the leading member of the group infinite energy.  
**FF91E90063:** Infinite energy to the second member of the party.  
**FF927F0063:** Infinite energy for the third group member.

## WHERE IN TIME IS CARMEN SANDIEGO

**FFD77A001E:** Unlimited time.

## WONDERBOY IN MONSTERLAND

**FFDA00000A:** Unlimited life.

## WORLD OF HLBSON

**FFA0380008:** Unlimited health for player one.  
**FFA0B80008:** Unlimited health for player two.  
**FFFD530008:** Infinite lives.  
**FFFFDB000X:** Level select (1-5).  
**FFFD530003:** Mickey or Donald permanently has three tries.  
**FFA0380005:** Mickey or Donald permanently has three energy cards.  
**FFFD530006:** Unlimited tries.

## XENON 2

**FF08350027:** Unlimited energy.  
**FF0839000X:** Gives a player X amount of lives each time the Action Replay is enabled.

## ZANY GOLF

**FFE9A20005:** Infinite lives.

## ZOMBIES

**FFFA8F00FF:** Unlimited keys for player one.

## ZOO

**FFEA7B0005:** Infinite lives.  
**FFEA670005:** Infinite lives.  
**FFED530003:** Infinite energy.  
**FFED540003:** Infinite energy.



## ALIEN<sup>3</sup>

**00C42763:** Unlimited machine gun.  
**00C42B63:** Unlimited bazooka gun.  
**00C42963:** Unlimited flame.  
**00C42D63:** Unlimited grenade.  
**00C42F63:** Unlimited other option.  
**00C46A63:** Unlimited energy.

## ALIEN STORM

**00C11310:** Infinite energy (lifemeter).

## ALIEN SYNDROME

**00C05402:** Unlimited lives.  
**00C07B06:** Unlimited time.  
**00C07501:** Need one hostage to open exit.  
**00C8ED01:** Keep flame weapon.

## ASSAULT CITY

**00C0D90A:** Infinite energy (switch the Action Replay off at the end of the level).

## ASTERIX

**00C09D03:** Infinite lives.  
**00C09A03:** Invincibility.  
**00C08B01:** Bombs from the start  
**00C09F50:** Use with above code

## BACK TO THE FUTURE II

**00C36B05:** Infinite energy.  
**00C36304:** Infinite lives.

## BANK PANIC

**00C01F03:** Infinite lives.

## BART VS THE SPACE MUTANTS

**00C01003:** Infinite lives.  
**00C3AF09:** Infinite time.  
**00C3E9BE:** Infinite paint.

## BUBBLE BOBBLE

**00CEB703:** Infinite lives.  
**00DB000X:** Replace X with a number for level select (switch Action Replay off at the end of the level).

## CHASE HQ

**00C28203:** Infinite turbos.

**00C23836:** Infinite time.

Level Select:-

**00C2210X:** Replace X with a number (0-2) to change the round.  
**00C2200X:** Replace X with a number (0-4) to change the stage.  
**00C25380:** Full damage to villains car (hit him once when you catch him and he dies).

## DESERT STRIKE

**00D45538:** To Start with 31 Hydras.  
**00D44100:** Infinite Lives.

## DOUBLE DRAGON

**00CB2B03:** Infinite lives.

## THE FLINTSTONES

**00C9A504:** Infinite sand timer.  
**00C9F20F:** Infinite paint.  
**00C9A203:** Infinite lives.

## GALAXY FORCE

**00C07F10:** Infinite energy.

## GAUNTLET

**00C83F96:** Use with code below.  
**00C80F96:** Use with above code to give infinite health for one or two players using any character. (Action Replay should be switched off between levels, switch off when entering exit and on when resuming play).  
**00C80E01:** Infinite potion.

## GHOST HOUSE

**00C1BA02:** Infinite lives.  
**00C1F5C0:** Infinite energy.

## GHOULS & GHOSTS

**00C03302:** Infinite lives.  
**00C04C02:** Invincibility.  
**00C04B40:** Magic stays full.

## GLOBAL GLADIATORS

**00D0E905:** Infinite lives.  
**00D0BA3F:** Infinite energy.

## GOLDEN AXE

**00C00503:** Infinite lives.  
**00C1871F:** Infinite energy.  
**00C0060X:** This parameter gives unlimited Magic, eg enter **00C00601** for unlimited Magic 1, **00C00602** for unlimited Magic 2 etc.

## INDIANA JONES & THE LAST CRUSADE

**00C98706:** Infinite lives.  
**00C97305:** Infinite whips.  
**00CBB907:** Infinite time.  
**00C9C130:** Infinite energy

## LEMMINGS

**00DB5C64:** 100% completion every time.

## MASTER OF DARKNESS

**00CA3A20:** Infinite energy.

## MIKEY MOUSE: CASTLE OF ILLUSION

**00C0BD03:** Infinite energy.  
**00C08C03:** Infinite lives.  
**00DC0005:** Infinite time.

## MIKEY MOUSE: LAND OF ILLUSION

**00C09902:** Infinite energy.  
**00C09F03:** Infinite tries.  
**00C0A295:** Infinite time.  
**00C0AD07:** Infinite air.

## MIRACLE WARRIORS

**00C50A10:** Infinite energy.

## MORTAL KOMBAT

**00C48848:** Infinite Energy Player 1.  
**00C4B007:** Infinite Continues.  
**00C43639:** Infinite Time.  
**00CC1AA4:** Infinite Energy Player 2.

## NEW ZEALAND STORY

**00DDCE03:** Infinite lives.  
**00DE1504:** Invisible.

## OPERATION WOLF

**00C11620:** Infinite Ammo.

## PRINCE OF PERSIA

**00C29208:** Infinite life.

## R-TYPE

**00CE0103:** Infinite lives.

## SHADOW DANCER

**00C05903:** Infinite lives.  
**00C05A03:** Unlimited special attacks.

## SHINOB

**00C07A02:** Infinite lives.  
**00C06C06:** Infinite energy.

## SONIC THE HEDGEHOG

**00D2AAXX:** Keeps XX rings. Try **00D2AA99**.  
**00D24603:** Unlimited lives while Action Replay is enabled.  
**00D41105:** Switch Action Replay on for turbo Sonic, turn off to return to normal.

## SONIC THE HEDGEHOG 2

**00D50213:** Glider from the start  
**00D52876:** Sonic runs on his hands  
**00D29803:** Infinite lives.  
**00D29905:** Invincibility (always keeps 6 rings). Be sure to turn Action Replay off at the end of the Act but back on again at the beginning of the next one.

## SPACE HARRIER

**00C12302:** Infinite lives.

## SPEEDBALL 2

**00DA0B14:** Unlimited money.

## STRIDER

**00D48503:** Infinite lives.  
**00D26507:** Infinite timer.

## TAX-MANIA

**00C10005:** Unlimited lives.

## THE TERMINATOR

**00CC163C:** Infinite energy.

## XENON 2

**00D0E203:** Infinite lives.



## ALIEN SYNDROME

**00C01404:** Hidden Level

## AXBATTLE

**00C05506:** Infinite energy.

## BART VS THE SPACE MUTANTS

**00C01003:** Infinite lives.  
**00C01E00:** Painted items are at 0.  
**00C01201:** Infinite paint.  
**00C39E09:** Infinite timer (switch Action replay off at the end of a level).  
**00C01101:** Infinite coins.  
**00C01301:** Infinite cherry bombs.  
**00C01401:** Infinite rockets.  
**00C01501:** Infinite wrench.  
**00C01601:** Infinite keys.  
**00C01701:** Infinite magnet.  
**00C01801:** Infinite whistle.  
**00C43B00:** Moonwalking Bart.

## BATMAN RETURNS

**00C02103:** Infinite lives.  
**00C1590A:** Infinite energy.  
**00C01F02:** Infinite specials.

## CRASH DUMMIES

**00C08B05:** Infinite Lives.

## DESERT STRIKE

**00C5E606:** Extra armour  
**00C5E099:** Unlimited fuel  
**00C5E508:** Unlimited Hydras  
**00C5DE03:** Infinite lives.

## DEVILISH

**00C41201:** Infinite Lives.

## GEORGE FOREMAN'S KO BOXING

**00C128A0:** Infinite Energy.

## LEMMINGS

**00DB720A:** Infinite climber.  
**00DB730A:** Infinite floater.  
**00DB740A:** Infinite bomber.  
**00DB750A:** Infinite blocker.  
**00DB760A:** Infinite builder.  
**00DB770A:** Infinite basher.  
**00DB780A:** Infinite miner.  
**00DB790A:** Infinite digger.  
**00DAD309:** Infinite time.  
**00DB5C64:** Always have 100% Lemmings.

## MIKEY MOUSE: CASTLE OF ILLUSION

**00C0C803:** Infinite lives.  
**00C0BD03:** Infinite energy.  
**00DC0005:** Infinite timer.

## MORTAL KOMBAT

**00C48848:** Infinite energy.  
**00C40B07:** Infinite continues.

## NINJA GAIDEN

**00C44803:** Infinite lives.

## OUTRUN

**00C16909:** Infinite time.  
**00C36127:** Full revs all the time (takes your car up to 315 KMH).

## PAPERBOY

**00D51303:** Infinite Lives.  
**00D5140A:** Infinite Papers.

## PRINCE OF PERSIA

**00C29203:** Infinite energy.  
**00C2983B:** Infinite timer.

## S.C.I.

**00C08F01:** Infinite Turbo's  
**00C08E05:** Infinite Rockets  
**00C08E05:** Infinite Time

## SHINOB

**00D20B04:** Infinite energy.  
**00D21E01:** Infinite special weapons.

## SHINOB 2

**00C02404:** Infinite Energy.

## SONIC THE HEDGEHOG

**00D2A998:** Infinite Rings.  
**00D24003:** Infinite Lives.

## SONIC THE HEDGEHOG 2



00D29803: Infinite lives.  
00D29805: Invincibility (always keeps 6 rings).  
Turn Action Replay off at the end of the act but back on again at the beginning of the next one.

**SPACE HARRIER**

00C12302: Infinite Lives.

**STREETS OF RAGE**

00CCF317: Infinite energy.  
00CD0903: Infinite lives.  
00CEE01: Infinite timer.  
00C6670X: Level select. Replace X with 0-4

**SUPER MONACO GP**

00C36502: Only have to race in one lap to finish.  
00C36201: Start in Pole Position.  
00C36201: Stay in 1st place and always win race.

**SUPER SMASH TV**

00C51205: Infinite lives.

**SUPER SPACE INVADERS**

00C7EE03: Invulnerability.  
00C84601: Shoot one invader and clear the round.  
00C7EC03: Infinite lives.

**TERMINATOR**

00CC1664: Infinite energy.

**WONDERBOY**

00C12D02: Infinite lives.

00CC360C: Infinite vitality.

GAME  
GENIE

**THE ADDAMS FAMILY**

RH0AR6VA: Infinite lives.  
A5ZTRA6T: Infinite Hearts.  
A47TRA42: Never lose Fezi-copter.

**ALADDIN**

RGJBY604: Infinite lives.  
ATCB0A30: Invincibility.  
ATVB0A6G: Infinite apples.  
RGXBWNC: Start with 99 Gems.

**ALIEN<sup>3</sup>**

AACCTA6J: Infinite time.  
A2EAAA8R: Infinite lives.  
AJNAEA3R: Infinite machine gun ammo.  
AJMAEA7C: Infinite flame-thrower ammo.  
AJJTAE2J: Infinite grenade-gun ammo.  
AJKAEAB8: Infinite hand grenades ammo.  
AJFTAA66: Never lose radar.  
YDXAD93N: Ripley jumps much higher.  
SACTCADY: Game clock runs slower.  
SACTCADY: Game clock runs much slower.  
AMDACA4J: Long falls do not reduce energy.  
ADEACAGJ: Falls into turbine fans do not reduce energy.

**BART VS SPACE MUTANTS**

AJRTAA6R: Invincibility against hits.  
A2RTAA8R: Infinite lives.  
AAXTBJ2E: Infinite rockets after you buy one.  
AAXABJ9G: Infinite bombs after you buy one.  
FJ0AAA6N: Infinite paint after pick-up.  
AJBTAAET: Start on level 2.  
ANBTAAET: Start on level 3.  
ATBTAAET: Start on level 4.  
AYBTAAET: Start on level 5.  
BEBTAAEE: Start with 9 lives.  
AYBTAAEL: Start with 5 coins.

**BATMAN**

E2ETAA4C: MASTER CODE - MUST BE ENTERED.  
AKFTAA4Y: Infinite lives.  
RFFAA60N: Batman floats when he dies.  
AKYAAA9G: Infinite Batarangs.  
RYFAC6VR: Guns don't hurt hurt.

AKYTAA5L: Infinite rockets for the Batwing.  
B2ATCA46: Punches knives and guns don't hurt.  
AKYTAA7R: Infinite rockets for the Batmobile.

**BATMAN RETURNS**

BLYTAA4R: Invincibility - unless you fall.  
ALFAAA9N: Infinite Batarangs.  
BLGTAA5N: Infinite smoke-bombs.  
BLHTAA8C: Infinite swarms.  
BLJTAA4L: Infinite grappling guns.  
BLLA7A: Infinite super-seeking Batarangs.

**BUBSY**

RERT86V4: Infinite lives.  
ADTA6AAC: Infinite time.  
CJLTAAAC: Start on chapter 16.

**CHAKAN**

AKZATA7L: Protection from most hits.  
RLGATA4C: Invincibility (apart from falls).  
ACGTVE7W: Infinite time.

**CHUCK ROCK**

BEATEABW: Start with 10 lives.  
BTCTEA5E: Infinite lives.  
B5RAAA3Y: Infinite health.  
HCSAAA8J: Invincible (spiked plants & green water hurt).  
AXHAAA6J: Cannot drown.  
SG5TB2T4: Heart restores full energy.

**COOL SPOT**

ATHAA26: Infinite health.  
RG7T2614: Infinite lives.  
REHA460T: Infinite time.

**DRAGON'S FURY**

NTCTBA3W: Start with 100 balls.  
RE0AA6WR: Infinite balls.  
NNCTAAEN: Start with 9900 bonus pts.  
AJCTAAE0: Start bonus multiplier at 2.  
BECTAAE0: Start bonus multiplier at 9.  
AVFAAA8L: Bonus points never reset.  
AVFAAA8Y: Bonus multiplier never resets.

**ECCO THE DOLPHIN**

AKRTJA64: Almost infinite air.  
AL2AJA7L + AL2AJA5Y: Protection from most enemies + AAVTNAFC: Octopus.  
HAVTNAFC: Octopus is fatal.  
HCBTAAEW: School of fish restores health completely.  
SW2AKGPF + HC2AJAFL: Jellyfish & other enemies restore health instead of taking it away.  
SW2AKGPF + TC2AJGFL: Jellyfish & other enemies restore air + E42AJAFL: Instead of taking it away.

**F22 INTERCEPTOR**

RH9TR60T: MASTER CODE - MUST BE ENTERED.  
BMAAAEE: Start with 11 lives.  
7CPAGAB8: Start with 1,000 ammo.  
NWLAGAAG: Start with 100 chaff.  
1B7TBLYW: Fuel burns 2x faster than normal.

**FORGOTTEN WORLDS**

AAWACAGL: Player 1 starts with 32,500 Zenny.  
ADTBAA6T: Tiny coin is worth 1,000 Zenny.  
ADTBAAZE: Regular coin is worth 5,000 Zenny.  
A18TAAFL: Huge coin is worth 50,000 Zenny.  
R18TBE6T + T8TAD6W: All coins are worth 7,500 Zenny.  
ATGACA24: Enemy attacks don't reduce strength.  
AVCACABE: Trapping obstacles don't reduce strength.

**GREENDOO**

ATNTAA4E: Infinite lives.  
BEFPAADE: Start with 10 lives.  
GACACAC4: Cola restores energy completely.  
ABYACAAH: Spikes don't hurt.

**JOHN MADDEN '93**

RH9TR60T: MASTER CODE - MUST BE ENTERED.  
RG3TA6WG: Infinite timeouts for both teams.  
AMJAAA8B: 1 play to get first down.  
FDLTAA8R: 5 yards needed for first down.  
GDKTBALA: Touchdown worth 8 points.  
BDKABE40: Extra point worth 8 points.  
BDKABE5G: Field goal worth 8 points.  
GDLABAXW: Safety worth 8 points.

**JURASSIC PARK**

AVDAAA24: Infinite energy.  
BVDAAA5G: Infinite lives.

**KRUSTY'S SUPER FUN HOUSE**

RJ5AAA7L: Start anywhere with Infinite lives.  
ABPTAA58 + JBFTAAEA: Magic blocks can open secret passages only.

**MICRO MACHINES**

REHAA60N: Infinite lives in 4-man race.  
REHAA6Y6: Infinite lives in head to head.  
AEGTAA8C: Time trial after winning one race.

**MORTAL KOMBAT**

ABNTCAEN: Create blood effects.  
AKRAAA7N: Infinite time.

**NHLPA '93**

HR7TR60E: MASTER CODE - MUST BE ENTERED.  
ZUNACJC2: Period clock runs slower.  
AANACAC2: Period clock is frozen (No time limit).  
CBWTA6D0: Each period lasts 60 minutes.  
AHXTBJ5J: All penalties last 1 minute.

**REVENGE OF SHINOBI**

ACTTBA4Y: Infinite lives - not when using Jitsu or Mijin.

BMVTGA6L: Infinite shurikins.  
BXVAGA9E: Infinite energy.  
AANTCAAJ: Bombs and enemy bullets don't hurt.  
BGKAAAH4: Start with 9 continues.  
3ABTAACO: Start with 200 shurikins.

**ROAD RASH 2**

RH6A86YJ: MASTER CODE - MUST BE ENTERED.

ZASTAC58: Start with \$250,000 (Player A).  
ZATAAC5W: Start with \$250,000 (Player B).  
BESTAAEG: Start with Diablo 1,000 (Player A).  
B2TAAAD4: Start with Diablo 1,000 (Player B).

**SPEEDBALL 2**

DEVAA6VT: Infinite money

**SONIC THE HEDGEHOG**

SATADAVW: Each ring worth 8 (Player 2).  
JW3ACA4J: Infinite lives (Player 1).  
JXGACA7G: Infinite lives (Player 2).  
CBVTCAE2: Rocket jump!  
ALTACAGJ: Once invincible, stay invincible - end of level  
ATTTC44W: Sonic doesn't lose rings when hit.  
ATTTC45G: Tails doesn't lose rings when hit.  
GJ8AAA4G: Go straight to the end sequence.  
AH2TCAH6: Only 1 ring needed to enter Special Stage.  
ALZTCACA: Start with 5 Chaos Emeralds.

**SONIC 2**

SASTDALA: Each ring worth 8 (player 1).  
SATADAVW: Each ring worth 8 (player 2).  
JW3ACA4J: Infinite lives (player 1).

**SONIC 3**

AJ3ACA7A: Infinite lives.  
AWEACA92: Never lose rings.  
AAYACWB6: Jump much higher.

**SONIC SPINBALL**

AW7T4A5L: Infinite lives.  
AXNA8A94: Infinite balls in all bonus rounds.

**STREETFIGHTER 2**

BLATAA3R: Master code must be entered.  
RFBTC6TJ: Most attacks do no damage.  
AC6AEACC: Throws do no damage.

**STREETS OF RAGE II**

LV0ABECT: Start with 9 lives (Player 1).  
LV0ABEG8 + LW5ABEBA: Start with 9 lives (Player 2).  
AW7TAA7J: Infinite lives (Both players).

**SUPER MONACO GP 2**

RE5TC6Z6: Always reported as 1st place.  
BJAACAFG: Much faster low end acceleration.  
EJAAACAC: Faster high end acceleration and top speed.

**SUPER REAL BASKETBALL**

PZJAPAV0: All player 1 shots worth 8 points  
PZJAPAXT: All player 2 shots worth 8 points

**TEAM USA BASKETBALL**

R19T860T: ENTER MASTER CODE  
DECAAAHY: Player 1 starts with 25 points  
DECAAAH6: Player 2 starts with 25 points  
ATHAAA2L: Stop shot clock  
BKTTAAFG: Free throws worth 10  
AZTTAAFO: Baskets worth 5  
BKVAAA9W: 3-point baskets worth 10

**THE TERMINATOR**

RO3A861A: Protection from most damage.  
AW9T8A78: Infinite time bombs.  
BL2ABAG0: 9 time bombs at a time.

**T2 - THE ARCADE GAME**

LA6ABE3W: Start with 50 credits.  
RZ8AA6V6: Infinite lives.  
RZ8AA6X0: Infinite rockets & shotgun shells on pick-up.

**THUNDER FORCE IV**

AABTAA5J + AJTAAA20: MASTER CODE - MUST BE ENTERED (3 Parts) + RZMTA6YW.  
A25TAA8T: Invincibility.  
AKWTAASR: Infinite lives.

**TOI JAM & KARI**

ZZ8ADT2Y: All enemies are gone.

**TOKI**

ATWTCAB8: Infinite lives.  
BC3TAA4T: Infinite credits.  
AW4TAA72: Infinite time to continue game.  
AATTC444: Infinite time to complete round.

**WORLD OF ILLUSION**

BM2AAA9L: Infinite lives.  
AX2AAA6Y + DM2AAA8N: Infinite health.  
FF5TAA38: Candy restores full health.  
AF6AAAAY: Extra life for every card.  
BK6AAAAY: Extra life for every 10 cards

**WWF WRESTLEMANIA**

REBTA6TN: Master code must be entered.  
DWCADTCJ: Kick does more damage.  
DCCACAAR: Punch does more damage.  
ACCADABC: Stomp does more damage.  
CCCCAJEB: Head butt does more damage.

**X-MEN**

A3YAAA32: Protection from most hits.  
B5BACA7T: Lose no power when falling.  
AV6TEAF2: Start in Shi'ar Empire.  
AZ6TEAF2: Start on Excalibur's lighthouse.  
A76TEAF2: Start in Ahab's Future World.



BB6TEAF2: Start in Mojo's Church.

BK6TEAF2: Start in Asteroid M.

**ADAMS FAMILY, THE**

006-46F-F7A: Immune to everything.  
3A4-D1F-2A2: 1 hit and become invincible.

**DRAM STOKER'S DRACULA**

3A3-C8A-2A2: Infinite lives.  
001-7BB-19E: Infinite time.  
3A4-39C-2A2: Keep weapons to end of level

**CHUCK ROCK**

3A0-75A-2A2: Infinite milk.  
01B-66A-E6A: Start World 1, Stoneage Suburbs.  
02B-66A-E6A: Start World 1, Dinosaur level.  
03B-66A-E6A: Start World 1, Lively Lava.  
04B-61A-E6A: View end game sequence

**CRASH DUMMIES**

00F-45F-19E: Infinite lives.  
009-7AD-E6A: Infinite time.  
00B-E1A-E69: Fire has no effect on Crash Dummies.  
09C-40F-E7E: Start with 9 lives

**DESERT STRIKE**

09E-03E-C4A: Start with 9 helifires.  
99E-0DE-3BA: Start with 99 hydras.  
99E-0DE-A2E: Start with 9978 guns.  
002-E97-E6E: Infinite Fuel.  
3A9-807-2A2: Infinite armour.  
005-B07-E6E: Infinite hydras.  
004-CF7-E6E: Infinite helifires.  
006-FC7-E6E: Infinite guns

**JAMES POND 2**

01F-3FB-801: Infinite lives  
FF5-D2F-E6A: Invincibility.  
005-B8F-801: Infinite continues.  
01E-30C-801: Immune to spikes

**JURASSIC PARK**

ARCADE: STAGE  
3A6-E78-2A2: Invincibility.  
09A-11B-E66: Start with 9 energy pions.  
ACTION: STAGE  
C9B-26D-19D: Invincibility.  
954-FF7A: Start with 9 energy pions.  
PTERANADON  
012-509-E62: Enemies run away after 1 hit  
3AC-B49-2A2: Infinite lives.  
00E-739-E69: Infinite continues.

**MORTAL KOMBAT**

00B-E1A-F76: Start with 9 credits.  
004-2D6-19E: Infinite credits.  
00B-40C-3BE: Infinite time.  
DEB-9F6-5D3: Turn on blood effects.  
003-48B-F79: Player 1 is invincible.  
20B-06F-F7A: Punches do more damage.  
2CB-26F-C42: Most kicks do more damage.  
30B-2EF-D5A: Flying punches do more damage.  
33B-5F6-A2E: Uppercuts do more damage.  
2AF-237-D5A: Throws do more damage.

**PGA TOUR GOLF**

006-50D-19A: Always a hole in one.  
FF7-A2C-4CA: Massive power shots.

**SONIC CRASH**

3A6-24E-2A2: Infinite lives.  
00B-41D-3B7: Infinite time.  
3C8-33F-5D4: Start on Act 2-2.  
3AA-A3B-2A2: One hit and you become invincible.  
3A9-DCB-2A2: Never lose rings.

**STAR WARS**

00D-92B-3B7 + 3AD-93B: Infinite energy for all players.  
C90-B2E-5DD: Strange screen effects!

**STRIDER RETURNS**

00E-4AA-19E: Infinite time.  
3AB-A2F-2A2: Infinite lives.  
3A6-73A-2A2: Infinite energy.  
AF6-72A-A24: Invincibility.  
095-F8F-F7E: Start with 10 lives.

**SURF NINJAS**

3AE-28F-2A2: Infinite lives.  
00F-47A-E6E: Infinite zatches.  
C9A-ABA-19E: Infinite hints.  
000-72E-E6E: Infinite weapons.  
3A2-9A9-2A2: Infinite gold coins.  
010-AEF-E6A: Start on level 2.  
020-AEF-E6A: Start on level 3.  
040-AEF-E6A: Start on level 4.  
050-AEF-E6A: Start at the cave of the ancients.



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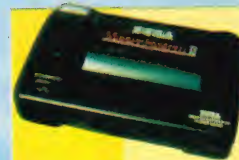
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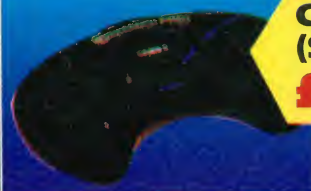


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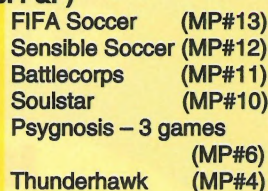


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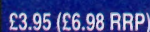


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